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MASTER



Howdy-doody, Master System game fiends, and welcome to the fifth issue of SEGA MASTER FORCE — the only magazine 100% for your console.
It's been a sizzling month for new carts and hot titles are lining up for the Christmas rush. The big scoop, of course, is Sonic Chaos, the great new platform romp starring that world-famous blue hedgehog and his sidekick, Tails.
As well as hot news for platform gamers, there's plenty happening on the sports side with PGA Tour Golf and Ultimate Soccer getting the fans cheering. Go on, get stuck in!

PLAN

SEGA MASTER FORCE

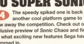
November 1993

AT THE MOVIES

10 We take a look behind two of the newest movie licences from Sony Imagesoft and talk to their Director of Product Development in the USA!

GO SUPER SONIC!

14 The speedy spiked one is back in another cool platform game to blow away the competition. Check out our exclusive preview of *Sonic Chaos* and find out what exciting new features Sega have crammed in.



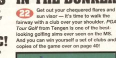
OVER ERE, SON

18 There's football mayhem on your Master System this month with a new soccer title from Sega.

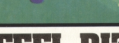


IN THE BUNKER

22 Get out your chequered flares and sun visor — it's time to walk the fairway with a club over your shoulder. *PGA Tour Golf* from Tengen is one of the best-looking golfing sims ever seen on the MS. And you can win yourself a set of clubs and copies of the game over on page 40!



I FEEL DIZZY

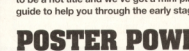


26 We previewed his latest adventure last issue and this time he gets the review and tipping treatment. *Fantastic Dizzy*'s one great arcade adventure. It's going to be a hot title and we've got a mini players' guide to help you through the early stages.



POSTER POWER

30 A new feature for SEGA MASTER FORCE: a snazzy poster. Annoy your parents by sticking it all over that nice flowery wallpaper they put up in your bedroom! With *Sonic Chaos* on it, it's a guaranteed wall-ripper!



GAME GEAR GREATS

31 We haven't forgotten you Game Gear owners out there — after all, it's a portable Master System, isn't it? In your free G-FORCE pull-out you'll find a preview of *Jurassic Park* plus *James Bond*, *Micro Machines* and *Chuck Rock II*. There's also the chance to win a battery recharger from Millennium!



PLAY WITH PRINCE

44 Continuing the SEGA MASTER FORCE players' guide tradition, we've a six-page bumper bonanza starring *Prince of Persia*. This excellently animated game won't give you any problems now: there are tips on each level, maps to follow and all the passwords and Action Replay codes you can eat!

CART CRAZY

Here's the low-down on all the new games we've got in this issue:

PREVIEWS

REVIEWS

REGULARS

Beat the System 42
A dozen fun-packed pages of hints, cheats, tips and maps for the best Master System games about. You've already heard about the amazing *Prince of Persia* players' guide but we've also blasted open *Star Wars* and got our regular Action Replay codes and *Sonic The Hedgehog* tips.

Gutter Snipe 54
No more letters about *Sonic 3*! It's here — just read our preview if you don't believe us! The Gut-bucket opens up all your mail, reads it then makes up all these letters himself. Or does he? Get over there now and see for yourself!

Hi-Score Horrors 59
A new addition to the SEGA MASTER FORCE stable where you can show off your gamesplaying talents by sending in a high-score and a picture of yourself to be mutilated by the torturer. Scary stuff!

Cart Toppers 60
The latest charts, compiled by those kind, fun-loving people at Virgin Retail. Don't forget, you can win a SMF T-shirt if you guess next month's Number One!

STOP PRESS

Nick's bit!

Wotcha! You're reading the only 100% Master System magazine in the whole wide world. We're dedicated to bringing you everything there is to see on the MS, all tightly packed into 68 pages.

This month has been absolutely hectic. We visited the European Computer Trade Show to find out all the latest gossip on Master System games then trekked back down to London again for LIVE '93. If you came along to see us, thanks, if you didn't — where were you? You missed loads of fun in our games challenge zone, where we showed all the latest games — including *Sonic Chaos* on the Master System!

Talking of *Sonic Chaos*, have you seen it yet? We've got an exclusive preview of this great new adventure on page 14. You can play Tails this time, instead of only rescuing him, like in *Sonic 2*.

Also in this issue you'll find *PGA Tour Golf*, a cool new sports simulation from Tengen, *Ultimate Soccer* for all you football-mad geezers and gals, and a full review and guide to the early stages of *Fantastic Dizzy*.

If it's tips you're looking for, how about a players' guide to *Prince of Persia* and *Star Wars*, plus the concluding part of our A–Z of small tips, more Action Replay codes and *Sonic The Hedgehog* hints?

There's a new face in this issue, too. Rob Millichamp has been working for us at Impact Magazines for ages now. His greatest achievements are cracking lots of cack jokes on N-FORCE and dribbling near the coffee machine! Welcome to SEGA MASTER FORCE, Rob!

We hope you like this issue. There should've been reviews of *Desert Strike*, *Cool Spot* and *Micro Machines* but unfortunately their release dates have been put back. They'll be out for Christmas, though, so I promise we'll review them very soon.

Enjoy your *Christmas Crackers* buyers' guide book!





Nick Roberts
Editor

Welcome to another action-packed Stop Press, bringing you all the latest news and previews from the Sega Master System world. We've just come back from the European Computer Trade Show where some great new MS games were on shown. Check these out!

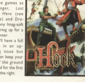
FAIRY TALE TIME

Steven Spielberg's less than spectacular **Peter Pan** movie, *Hook*, is coming to the Master System. You may have seen this game on the SNES and Mega-CD; now the MS gets the Tinkerbell treatment.

This version is very similar to its 16-bit cousins, the eight platform sections closely follow the plot of the movie as you guide the grown-up Peter Pan through Never Land. On the way you'll fight pirates, savages, strange creatures and even the Lost Boys.

For the flying sections, you'll need to think plenty of happy thoughts in order to stay in the air and avoid defeat. Reach the dreaded Pirate Town and face your arch-enemy, the evil Captain Hook!

Already a success on other formats, *Hook* is being published by **Sony Imagesoft** and is due on the MS in late October. Along with such massive games as *Cliffhanger*, *Lost Action Hero* (see feature) and *Dracula*, Sony Imag-soft are gearing up for a busy winter.



We'll have a full review in an upcoming issue but until then keep your feet off the ground and head for the first star on the right.

COCONUT CAPERS

This Christmas you'll not only be able to watch **Walt Disney**'s classic ***Jungle Book*** on video but also play the game, thanks to the cartoon funsters at **Virgin Games**. They have captured the adventures of Mowgli the Man-cub and his jungle friends in a superb Master System game.

It follows the storyline of the animated film closely as Mowgli attempts to return to the Man Village on the outskirts of the jungle. This journey takes him through 12 levels of platform fun, interacting with characters as he goes. There are secret bonuses, hidden areas and bonus games to find, too.

To add to the excitement, Mowgli swings and climb on jungle vines where he meets mad monkeys throwing bananas. There are jungle-style weapons he can collect to defend himself — the boomerang bananas and nutty blowpipe are particularly useful.

All the special moments of the animated tale have been squeezed into the game. Mowgli floats downstream on Baloo the Bear's belly, walks through the Tree Village, visits King Louie's domain, rides on top of an elephant Dawn Patrol, and he's bound to bump into the sneaky tiger Shere Khan.

All kinds of Disney characters have been animated for inclusion in the adventure. Wild boars, snakes, spiders, a mad witch doctor, vultures and scary trees all do there best to stop the little man-cub getting home in one piece.

The Jungle Book's shaping up to be a fantastic game. The programmers are the same team who brought you *Global Gladiators* and *Cool Spot*, so you know there's something special on the cards. They've come up with an innovative feature called Dual Contour Mapping, which allows characters to interact with platforms in the foreground and background. This doubles each playfield, and therefore the game's size and challenge.

We'll have a full review of this mould-breaking platform game very soon. Until then, keep swingin'!



Mowgli the man cub is in for an adventurous time in the platform game of Disney's famous *Jungle Book*.

TENGEN SALUTE

Top software house **Tengen**, whose earlier games were distributed by **Domark**, are about to move into the European games market with a bang. Forthcoming releases, such as *Gauntlet IV* and *Davis Cup World* on the Mega Drive, look set to be big and even the Master System gets a look in.

Following the success of the MD pinball game ***Dragon's Fury***, Tengen are releasing a sequel on all formats. *Dragon's Fury II* will follow the winning fantasy pinball theme of the first game but feature improved gameplay, new settings and even faster action.

Tengen's new European office will handle their operations as they branch out into new console markets such as 3DO. **Dan Van Elderen**, Tengen's Chief Operating Officer, said: 'We've been very successful in the American market, where we're one of the top five publishers, and we're extremely pleased with progress in the Far East.

'The next logical step is to set up shop in Europe. One of Tengen's corporate objectives is to build a truly global video games company and this move makes a lot of sense. We expect great things from Europe.'





Here's a shot of *Dragon's Fury* on the MD to whet your appetite for the release of *Dragon's Fury II* on the MS.

FIRE BREATHING

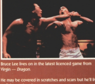
He was a master of the most dynamic art form of all: martial arts. He created a revolutionary approach to the ancient fighting forms. Who was he? **Bruce Lee**, of course, famed for his pursuit of mental and physical perfection — until he died at the tender age of 32.

Now he's back, not literally but in a film based on his life story, *Dragon*. His legend lives on in the form of unrelated actor Jason Scott-Lee.

And slick software house **Virgin Games** have already snapped up the licence to produce a hot Bruce Lee beat-'em-up. There are 12 opponents to take on, including the notorious Sun Brothers, Fan Fighter and Phantom, who haunted Lee all his life.

Unlike most beat-'em-ups, where you fight one-on-one, *Dragon* allows three independent fighters onscreen at once. Player one can take on two computer-controlled fighters or a second player can join in and help Bruce out or beat the hell out of him! Both players can train with Bruce Lee's tutor, Yip Man, to help them perfect a dazzling 35 different moves.





Bruce Lee lives on in the latest licenced game from Virgin — *Dragon*.

He may be covered in scratches and scars but he'll live to fight another day.



BE A BOOKWORM



Can't get enough of **Sonic**? Lack of spiky blue mammal adventures keeping you awake at night? Well despair not 'cos **Virgin Publishing** are set to release a series of brand new paperback novels featuring **Sega**'s fastest hero and his furry friends.

Two novels are set to appear before Christmas, with further books arriving early next year. *Sonic the Hedgehog in Robotnik's Laboratory* and *Sonic the Hedgehog in The Fourth Dimension* should both be out as you read this, both featuring new stories as Sonic and his pals take on the mighty Dr Robotnik and his metallic mates. Virgin are hoping children of all ages will enjoy Sonic's first written adventures.

Virgin Publishing's **Rob Shreeves** commented, 'Some children can see reading as a chore, associating it with school and homework. Sonic is the ideal character to make reading fun for them. No one's going to have to force kids to read about a character that, to them, is Michael Jackson [?!] and Superman rolled into one. Sonic makes reading cool.'

These excellent books cost a mere £2.99. However, if you can't wait to get hold of them, we're giving you the chance to win one of Sonic's latest pace-pounding paperbacks.

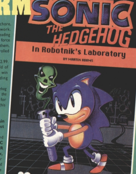
We've five copies of *Sonic the Hedgehog in Robotnik's Laboratory* and five of *Sonic the Hedgehog in the Fourth Dimension* up for grabs. All you have to do is answer this dead-easy question:

What's the name of the arch-villain Sonic encounters in his latest adventure, *Sonic Chaos*?

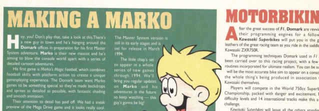
Send your speedy answers on a postcard or sealed-down envelope to **SONIC NOVEL COMPO, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Make sure your entries reach us by **19 November** and let us know if you don't wish to receive promotional material from other companies. Off you trot, then!



These Sonic books are great fun with some cool stories to tell. Enter the compo and win one!



MAKING A MARKO



Hey, you! Don't play that, take a look at this. There's a new guy in town and he's hanging around the **Domark** offices in preparation for his first Master System adventure. **Marko** is their new mascot and he's aiming to blow the console world apart with a series of detailed cartoon adventures.

His first game is *Marko's Magic Football*, which combines football skills with platform action to create a unique gamesplaying experience. The Domark team want Marko games to be something special so they've made backdrops and sprites as detailed as possible, with fantastic shading and smooth animation.

Their attention to detail has paid off. We had a sneak preview of the Mega Drive game and it looks really cool.

The Master System version is still in its early stages and is set for release in March 1994.

The little chap's set to appear in a whole series of new games through 1994. We'll bring you regular updates on **Marko** and his adventures in the future so keep watching — this guy's gonna be big!



This is Marko's first adventure, he'll be starring in lots more! (Mega Drive shot)

MOTORBIKIN'

After the great success of ***F1***, **Domark** are revving up their programming engines for a follow-up. ***Kawasaki Superbikes*** will put you in the green leathers of the great racing team as you ride in the saddle of a Kawasaki ZXR750R.

The programming techniques Domark used in *F1* have been carried over to this racing project, with a few new routines incorporated for ultimate realism. You can be sure it will be the most accurate bike sim to appear on a console as the whole thing's being produced in association with Kawasaki themselves.

Players will compete in the World 750cc Superbikes Championship, packed with danger and excitement. Four difficulty levels and 14 international tracks make this a real challenge.

Kawasaki Superbikes will leave all the others standing so watch out for it in the spring.



SONIC'S ARCADE ADVENTURES

The hottest news for **Sega** owners this month is that **Sonic the Hedgehog** is set to appear in his first arcade machine. But this isn't just any Sonic game. This all-new adventure features so many hot elements that this coin-op will cause queues to put *Street Fighter II* to shame!

For a start, the storyline isn't based on any Sonic cart but borrows elements from all of the blue spiky one's games. Unlike its predecessors, *Sonic Arcade Adventure*'s viewed from an overhead angle, as you can see in these screenshots. The stunning three-dimensional graphics are

Sonic breaks into the arcades with a new adventure viewed from overhead — check it out!

some of the best seen in any game and equal those in the excellent *Virtua Racing*.

The other strange thing is that all the character's moves are controlled via a trackball, rather than a joystick. A device first used in ancient games such as *Missile Command* and Centipede, the trackball provides the player with superb control as Sonic blasts through long and numerous levels.

As well as the trackball, a single button triggers Sonic's spinning jump, useful for destroying enemies and annoying obstacles. With such simple controls, virtually anyone should be able to pick it up.

'Ray! Mighty Sonic!

There's no sign of **Tails** in *Sonic Arcade Adventure* but the hedgehog's joined by two animal pals, **Ray** and **Mighty**. With the addition of these characters, up to three players can participate in one game!

Dr Robotnik's pulled out all the stops this time and provides our heroes with more traps and nasty surprises than ever before. Beams of electricity blast from nowhere, huge gears can crush you, robotic foes roam every level and massive chasms must be leapt.

All the characters can perform various feats such as swinging on chains, flying from catapults and leaping onto swinging trapezes. Robotnik himself pops up when you've completed a level, ranting and raving before launching his next assault.

Each massive level features the usual Sonic elements such as hidden items, golden rings and power-ups. The settings range from the heat of an arid desert to the frozen wastes of an ice zone. This game has to be seen to be believed!

Sonic Arcade Adventure should appear in your local arcade at the end of this year so keep your eyes peeled — it's a blast!



These huge metal gears tend to get in the way of Sonic's adventuring. Avoid them at all costs!



All the Sonic elements that made the console games famous are in this great coin-op.



Break through the bars before the two cuddly characters are squashed into mincemeat.

FANGS FOR THE MEMORY

Get your garlic out, sharpen those stakes and prepare to face the Prince of Darkness, **Dracula**! Based on the hit **Francis Ford Coppola** film of last year, **Sony Imagesoft's** *Dracula* could scare your pants off.

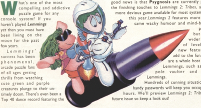
As with other movie licences, the programmers have taken a few liberties. You take the role of Jonathan Harker (played by Keanu Reeves in the film) and must battle through the menacing Castle Dracula. Along the way, you encounter various physical and supernatural menaces while trying to find the heart of the vile building.

Armed with weapons such as knives, stakes, holy water and guns, you must destroy his enemies and locate the tomb of Dracula. Only by thrusting a wooden stake through the heart of the blood-sucking fiend can Harker be victorious. Sounds spooky, eh!

Well, maybe not. Reviews of the Mega-CD game have been less than happy with *Dracula's* gameplay. However, the MS game has a different style of gameplay so should appeal to fans.

As with *Hook*, *Dracula's* set to appear in late October. We'll have a full review in a future issue of SEGA MASTER FORCE.

TWO TRIBES



What's one of the most compelling and addictive puzzle game for any console system? If you haven't played **Lemmings** yet then you must have been living on the moon for the past few years. *Lemmings'* success has been phenomenal, arcade puzzle fans of all ages getting thrills from watching cute green and purple creatures plunge to their untimely doom. There's even been a Top 40 dance record featuring the cutesy little creatures (but it was crap so we won't mention it again).

The original game appearing on the Amiga over four years ago so you'd expect a sequel by now. The good news is that **Psygnosis** are currently putting the finishing touches to *Lemmings 2: Tribes*, an even more devious game available for most systems later this year. *Lemmings 2* features more of the same wacky humour and mind-bending puzzles but a wider range of levels and new features to add to the fun. There are a whole host of new Lemmings, such as ninja, pole vaulter and clown Lemmings.

Hundreds of cunning situations and handy passwords will keep you occupied for hours. We'll preview *Lemmings 2: Tribes* in a future issue so keep a look out!

COMING SOON...

The Master System release schedule is packed with great games waiting in the wings for their chance on the stage. We'll bring you previews and reviews very soon so stay tuned to this channel!

GAME	PRODUCER	RE;EASED
Addams Family	Acclaim	November
Asterix — The Secret Mission	Sega	November
Bart vs The World	Acclaim	December
Battletoads	Virgin Games	December
Bignose the Caveman	Codemasters	November
CJ — Elephant Fugitive	Codemasters	November
Cliffhanger	Sony Imagesoft	December
Cool Spot	Virgin Games	November
Cosmic Spacehead	Codemasters	November
Desert Strike	Domark	November
Donald Duck 2	Sega	November
Dracula	Sony Imagesoft	November
Dragon	Virgin Games	1994
Ecco: The Dolphin	Sega	November
F-15 Strike Eagle	MicroProse	March 1994
Fire and Ice	Virgin Games	Christmas
Home Alone	Sega	October
Jungle Book	Virgin Games	Christmas
Jurassic Park	Sega	November
Last Action Hero	Sony Imagesoft	November
Marko's Magic Football	Domark	March 1994
Micro Machines	Codemasters	October
Ottifant	Sega	October
Road Rash	US Gold	December
Road Runner	Sega	November
RoboCop Vs The Terminator	Virgin Games	November
Sensible Soccer	Sony Imagesoft	December
Sonic Chaos	Sega	October
Streets of Rage II	Sega	October
T2: Judgment Day	Acclaim	November
T2: The Arcade Game	Acclaim	November
Winter Olympics	US Gold	November

WINTER WONDERLAND

Winter's on the way and what have you got to look forward to? Snow, rain, freezing temperatures and all-round bad weather, so you're gonna be stuck indoors most of the time. But fret not, for those clever bods at **US Gold** are set to take full advantage of the colder months.

They're currently hard at work on the sequel to their massive hit game, *Olympic Gold*. **Winter Olympics** is the official game of the Lillehammer '94 event and looks set to be another smash. It features various events for single and multiple players to compete in, including bobsleigh, speed skating and slalom skiing, among others.

Winter Olympics is due to hit most consoles later in the year, including the Master System. Thousands of copies of *Olympic Gold* have been sold worldwide and US Gold are confident of another success.

You can check out a full preview of this chillingly good game in a future issue of SEGA MASTER FORCE.

CHRISTMAS IS A COMING!

If you're wondering what that wonderful book on the front of this issue is, read on! It's your very own SEGA MASTER FORCE guide to Christmas Crackers and includes short reviews on every single Master System game worth buying this Festive Season.

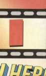
To use this book all you have to do is read through the reviews and decide which games you'd like Santa to drop down your chimney on Christmas Eve. Tick the ones you'd like then just leave the book lying around the house so that old Saint Nick can see it.

But why have we put a Christmas book on the cover of the November issue? Well, we wanted to give you plenty of time to choose which Sega Master System games you wanted. There'll be more cool covermounts from SEGA MASTER FORCE next issue.

MAST
MOVI







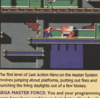
The guys and gals at Sony Imagesoft have been spending a lot of time at the cinema lately, watching Last Action Hero and Cliffhanger over and over again so they know what's what when they show off their latest Master System releases. NICK ROBERTS ran up the company phone bill by chatting to the producers of the games at their offices in Southern California.

LAST ACTION HERO

SEGA MASTER FORCE: Please tell us your name, age and full job description.
Nathan: Nathan Rose, 22 years old, Producer. My job consists of co-ordinating the concept of a game design and following the game through its development, then at the end of the project, making sure that the game was designed to the original specifications.

Throughout the development cycle, milestones and checkpoints are submitted to me by the developer, and my assistant and I view this to check the progression and make changes, if necessary.

SEGA MASTER FORCE: Tell us a little bit about Sony Imagesoft in the USA — what's it like working over there?
Nathan: I thoroughly enjoy my job here at **Sony Imagesoft**. The working atmosphere is a comfortable one and with powerful resources behind us like Sony Pictures and Sony Music, how can we go wrong?



The first level of *Last Action Hero* on the Master System involves jumping about platforms, putting out fires and punching the living daylights out of a few blokes.

SEGA MASTER FORCE: You and your programming team have been working on *Last Action Hero* for the Master System. Give the readers a brief run-down on the game.
Nathan: This particular game takes the player through nine different levels and mixes a little movie and reality worlds together. What I mean by that is, the movie takes place both inside the movie screen and in the everyday world.

In particular, there are two driving levels. The movie world driving level has ramps and land mines and other obstacles that if encountered in real life, would destroy the car and driver. In the movie world, though, only a certain amount of damage will be taken.

One of the major enemies, Benedict, is being pursued by Jack Slater (Arnold) and he manages to get a hold of the magic ticket that transports him over to the real world. Now, can you imagine having King Kong running rampant in downtown Los Angeles? Not a pretty picture, is it?

Collect the fire extinguishers and put out the fires to progress further into the level. Arnie looks really cool in his red jacket and jeans.

SEGA MASTER FORCE: How has the development of the game been going? Is it going to be a platform, shoot-'em-up or beat-'em-up game? Does it include any elements from the film like samples or digitised pictures of Arnie doing his stuff?
Nathan: The development of *Last Action Hero* went very smoothly. The game has seven action/beat-'em-up levels and two driving levels. We were unable to include digitisation or samples.

SEGA MASTER FORCE: How many times did the programming team have to watch *Last Action Hero* before they started programming the game?
Nathan: Actually, the programming team started making the game based on a script, without seeing the movie. Eventually they were able to see the movie, but that's the problem with developing a game on a movie that's not yet finished filming. So we received some rough cuts as sections were completed.



Thanks to Caroline Stokes at the Sony Imagesoft UK office and Rich Robinson in the USA for their help in organising this feature

By pressing PAUSE a clapper board screen can be called up showing the players' current status in the game. It also makes a change from the other level one screens!

SEGA MASTER FORCE: What do you think of the film? In the UK, the cinema releases of both *Last Action Hero* and *Cliffhanger* were overshadowed by *Jurassic Park*. Do you think this will affect the success of the game?
Nathan: I really don't think the overshadowing of the movies will effect the success of the games. The scripts provided us with some ideas for great games.

SEGA MASTER FORCE: Did you meet Arnold Schwarzenegger while creating the game? Does he like to be involved in the video games side of his films?
Nathan: Yes, Arnold was met by Imagesoft people to discuss the game and the concepts.

SEGA MASTER FORCE: Have you been to any of Arnie and Stallone's Planet Hollywood restaurants, like the one that recently opened in London?
Nathan: Yes, I've been to Planet Hollywood here in Southern California, but what does this have to do with the game?!

SEGA MASTER FORCE: How much does a licence like *Last Action Hero* cost? How many noughts are we talking?
Nathan: I really do not know what was paid for the licence.

SEGA MASTER FORCE: What games have you been responsible for before *Last Action Hero* and what are your favourite Master System games?
Nathan: I've been responsible for *Gear Works* on the Game Gear, before this one. My favourite Master System game has to be Last Action Hero, but before this came along I guess I would have to say *Rastan*, which is a good couple of years old.

SEGA MASTER FORCE: Well, you would say *Last Action Hero*, wouldn't you?!

The Master System doesn't seem to have caught on in the USA. Why do you think this is? After all, the Nintendo 8-bit is still going strong over there.
Nathan: I think that there are too many game systems out in the market for the Master System to be noticed. When it was released here in the US, it was practically released when the Nintendo 8-bit was and there was extreme competition.

There are two reasons why I feel the Master System didn't do well: 1. The lack of strong games; 2. The games that were out in the marketplace looked great but did not play well.

Consumers started to get wise to these good-looking games and they started to look deeper than the graphics. If you cannot control a game, then why play it?

SEGA MASTER FORCE: Okay, so what other projects have you got lined up after this movie-licensed game?
Nathan: My next project is the sequel to the **Touchstone Pictures** movie, *3 Ninjas*.

Jumping around a few platforms may seem like an easy first level but it's not! It's incredibly tough and we couldn't get to see level two!

SEGA MASTER FORCE: Perhaps we'll see a *3 Ninjas* game on the Master System soon.

What do you think of all the new technology that's emerging in the console world? Do you think the future is CD-ROM or cartridge-based games?
Nathan: I feel that the future is a mixture of both the cartridge and CD-ROM based games. If Nintendo weren't so strongly supporting the cartridge, then it would most definitely die.

SEGA MASTER FORCE: Do you think the Sega Master System still has a place among all these new consoles?
Nathan: I really don't see a place in the market for 8-bit systems when there are consoles like 3DO and the Sega/Nintendo 32-bits coming out.

SEGA MASTER FORCE: That's a real shame; we all believe the Master System has plenty of life left in it and the games seem to get better and better. What do you think the future holds for Master System owners? Is there anything that hasn't been done with the MS yet?
Nathan: I really don't know what the future holds for the MS.

SEGA MASTER FORCE: Thank you for your time, Nathan, *Last Action Hero* is looking great!

MASTER MOVIES

CLIFFHANGER



SEGA MASTER FORCE: Can you please tell us your name, age and job description.
Mary: Mary Ann Norris, age 28, Producer. I produce video games based on film and television properties for **Sony Imagesoft**.

You feel so alone when you're sitting on top of the world. Here's the hero of the game playing with his walkie-talkie. (Super Nintendo shot)

SEGA MASTER FORCE: What do you think about working for Sony Imagesoft in the USA?
Mary: It's a very dynamic and exciting time to be in the video game business. Sony Imagesoft has the advantage of being able to synergise with sister Sony divisions, such as Sony Music and Sony Pictures.

SEGA MASTER FORCE: You've been responsible for *Cliffhanger* on the Master System. Can you please give the readers a brief run-down on the game and tell the story, in case they haven't seen the film.
Mary: The Master System version of *Cliffhanger* follows the movie very closely. For the unfortunate few out there who haven't seen *Cliffhanger*, here's a brief run-down:

Evil terrorists have hijacked a US Treasury jet carrying $100 million in cash. Unfortunately for them, their plane crashes in the Rocky Mountains, scattering the money. They call the rescue station and say they're stranded hikers, to lure the rescue climbers to find the bags for them.

Gabe (Sylvester Stallone) and Hal, his buddy, respond to the call and are soon captured by the terrorists. Gabe escapes from the terrorists and searches for the money to ransom his buddy, Hal.

If you're wondering what the storyline of the video game is, I've pretty much just described it. The game follows the movie's story very closely. One of the aspects which make it so great for a video game are the clear-cut characters. The good guys are 100% good, the bad guys are 200% bad.

SEGA MASTER FORCE: How has the development of *Cliffhanger* been going? How many levels has it got? Are they platform/shoot-'em-up/beat-'em-up levels? Do they include any elements from the film — samples, digitised pictures etc?
Mary: *Cliffhanger*'s a six-level platform beat-'em-up/shoot-'em-up. It incorporates several weapons and pick-ups that were used in the film. There are also lots of cinema displays to help tell the story and a great digitised shot of Stallone.

SEGA MASTER FORCE: How many times did the team have to watch *Cliffhanger* before they started programming the game?
Mary: The programming team started working on the game before they even saw the movie. They started working from a script and later got to see the movie. I think you'll agree, though, that they managed to capture the feel of the movie.

SEGA MASTER FORCE: Were you sent video tapes of the film, though it had only just come out in the cinema?
Mary: We received some footage, which helped us capture the look and feel of the movie.

SEGA MASTER FORCE: What do you think of the film? As with *Last Action Hero*, its cinematic release was slightly overshadowed by *Jurassic Park*. Do you think this will effect its success?
Mary: I think *Cliffhanger* is a great, action-packed thriller. The movie has done very well in the theatre and I think the game will do well in the video game market, because it's a great, action-packed game.

Cliffhanger is a platform beat-'em-up game with lots of icy wastelands to fight through. The Master System version will be similar to this. (Super Nintendo shot)

SEGA MASTER FORCE: Did you get to meet Sylvester Stallone while working on this project?
Mary: Yes, I met with Stallone at the beginning of the project. We discussed the direction Imagesoft were taking with the game.

SEGA MASTER FORCE: So come on, then, spill the beans: how much does a licence like *Cliffhanger* cost?
Mary: This information is not for public knowledge.

SEGA MASTER FORCE: What Sega games have you been responsible for before this one?
Mary: *Last Action Hero* for the Sega CD, *Wheel of Fortune* and *Jeopardy* for the Sega CD.

SEGA MASTER FORCE: What other projects have you got lined up after *Cliffhanger*?
Mary: I'm working on an exciting product line-up for 1994 but am not able to disclose any information regarding these projects.

SEGA MASTER FORCE: The Sega Master System hasn't done very well over in the USA. Why do you think this is?
Mary: The Master System is a great system; I've always liked it. Unfortunately, it just didn't get the software support it needed in the USA.

SEGA MASTER FORCE: What do you think of all the new technology that's emerging? Do you think the future is CD-ROM or cartridge games?
Mary: The game market will be driven by machines, whether CD or cartridge-based, that are able to deliver fast-paced, interactive, cinematic games.

SEGA MASTER FORCE: Do you think the Master System still has a place among all these new consoles?
Mary: It's hard for 8-bit systems to compete against the more advanced machines that are on the market. However, this doesn't mean that the Master System doesn't have a place. It's still as great as it ever was.

SEGA MASTER FORCE: It's good to hear someone praising the Master System. What do you think the future holds for all the 8-bit owners? Is there anything that hasn't been done with the MS yet?
Mary: There's a compelling library of Master System games. Time will tell what's in store for Master System owners.

SEGA MASTER FORCE: Thanks very much, Mary.



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Hmm, decisions decisions. Should Sonic just gobble up both these ring TVs now, or save one for later?

He's such a busy beaver our Sonic, always rushing around. No, hold on... he's not a beaver at all!

The blue hedgehog with a pile of speeding tickets is back on the Master System in a brand new adventure, to be released in time for Christmas. SEGA MASTER FORCE had an exclusive sneaky peek at the next Master System classic...

It was a peaceful day on **Sonic**'s South Island. Along with his faithful sidekick, **Tails**, he was busy exploring, zipping along the planes and whizzing around the loop-the-loops.

Suddenly, they skidded to a halt. Was that a phone they could hear ringing? It certainly was. In a nearby call box, the receiver was almost jumping off the phone as an urgent message came through.

Sonic picked up the phone. 'Hello,' he said, in a hedgehog sort of way.

The reply came in one garbled breath: 'Sonic! You have to come quickly. That nasty-smelling **Eggman** has found the red Chaos Emerald and is planning to make a nuclear weapon out of it!'

It was one of Sonic's look-outs. Sure enough, as Sonic was taking in what he'd heard, the whole island started to sink under his feet. He had to act *fast*.

A life on the ocean wave!

You see, the South Island which is home to Sonic and Tails needs the magical Chaos Emeralds to survive. They're the source of vitality for life on the island and without all six, its balance is disrupted and it sinks into the ocean.

Sonic discovered that Eggman had scattered the five remaining Emeralds throughout a parallel world. What could he do to restore peace and tranquillity to South Island? Call International Rescue! Write to *Jim'll Fix It!*

Nope. He was going to have to face this one himself — with a little help from Miles 'Tails' Prower, of course!

Do foxes ever wear trainers? Tails doesn't really like the idea of them, they'd make his feet sweat.

Either Sonic is stuck fast under that platform or he's going to do something special with that power-up.

Some levels have secret blocks that can be blasted away with a good spin jump, they usually hide bonuses too.



Spikes or tails?

So which is the best character to choose? *Sonic Chaos* gives Master System players the choice of Sonic or Tails and their different strengths and weaknesses. Here's the SEGA MASTER FORCE guide to the Pet Shop Boys of the video games world!

Sonic the Hedgehog

Sonic can use a pogo stick, allowing him to jump really high, and rocket shoes add to his speed. After collecting a hundred rings, Sonic enters a bonus stage to win back one of the Chaos Emeralds from the parallel world.

Once all six zones have been cleared and all six Emeralds collected, Sonic witnesses the extra-special end sequence. Tails, on the other hand, will have to buy the video!

Choosing Sonic puts the game into Normal mode.

Miles 'Tails' Prower

This sly old fox has two tails! He can use them to fly or swim at high speeds. Unfortunately, he can't use the pogo stick or rocket shoes because he's scared of heights and doesn't like going too fast.

Tails can't enter any of the bonus stages to collect Chaos Emeralds, even after collecting a hundred rings, so he can't complete the game properly and see the end sequence.

Choosing Tails puts *Sonic Chaos* into Easy mode.

Nick

I was well impressed with this new Sonic extravaganza. Right from the moment you plug the cartridge into the Master System and switch on, you're treated to the slickness and quality we've come to expect from Sega. Of course, this game has one up on the other MS Sonic games as you can now play Tails, as well as our blue hero.

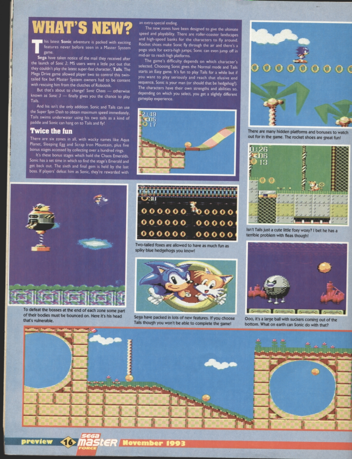
Visually, *Sonic Chaos* is stunning. Backgrounds, sprites and animation are all top-notch. I was particularly impressed by the new gadgets Sonic's been given to help in his quest. The rocket shoes and pogo stick will have you playing till the cows come home!

Sonic Chaos is going to be a fantastic game. We've played an almost finished version and we'll bring you a full review soon.

Forget the rings, it looks like Tails is only interested in reaching the end of the zone in one piece!

It's worth exploring every little nook and cranny of the Sonic games, there's always something hiding away.

The red plungers are useful for reaching higher platforms but when there're lots of them it's a real headache!



WHAT'S NEW?

This latest **Sonic** adventure is packed with exciting features never before seen in a Master System game.

Sega have taken notice of the mail they received after the launch of *Sonic 2*. MS users were a little put out that they couldn't play the latest super-fast character, **Tails**. The Mega Drive game allowed player two to control this twin-tailed fox but Master System owners had to be content with rescuing him from the clutches of Robotnik.

But that's about to change! *Sonic Chaos* — otherwise known as *Sonic 3* — finally gives you the chance to play Tails.

And his isn't the only addition. Sonic and Tails can use the Super Spin Dash to obtain maximum speed immediately, Tails swims underwater using his two tails as a kind of paddle and Sonic can hang on to Tails and fly!

Twice the fun

There are six zones in all, with wacky names like Aqua Planet, Sleeping Egg and Scrap Iron Mountain, plus five bonus stages accessed by collecting over a hundred rings.

It's these bonus stages which hold the Chaos Emeralds. Sonic has a set time in which to find the stage's Emerald and get back out. The sixth and final gem is held by the last boss. If players' defeat him as Sonic, they're rewarded with an extra-special ending.

The new zones have been designed to give the ultimate speed and playability. There are roller-coaster landscapes and high-speed banks for the characters to fly around. Rocket shoes make Sonic fly through the air and there's a pogo stick for extra-high jumps; Sonic can even jump off in mid-air to reach high platforms.

The game's difficulty depends on which character's selected. Choosing Sonic gives the Normal mode and Tails starts an Easy game. It's fun to play Tails for a while but if you want to play seriously and reach that elusive end sequence, Sonic is your man (or should that be hedgehog?). The characters have their own strengths and abilities so, depending on which you select, you get a slightly different gameplay experience.

There are many hidden platforms and bonuses to watch out for in the game. The rocket shoes are great fun!

Isn't Tails just a cute little foxy woxy? I bet he has a terrible problem with fleas though!

To defeat the bosses at the end of each zone some part of their bodies must be bounced on. Here it's his head that's vulnerable.

Two-tailed foxes are allowed to have as much fun as spiky blue hedgehogs you know!

Sega have packed in lots of new features. If you choose Tails though you won't be able to complete the game!

Ooo, it's a large ball with suckers coming out of the bottom. What on earth can Sonic do with that?



The plucky little fox gets to have a go at collecting stars in this new Sonic Masters System game.

Smart Move!

Sonic and Tails have many smart moves to use against Eggman. As usual, they'll take some practice, but once sorted they make Sonic Chaos something special. Check out what's on offer:

Super Spin Dash

This feature means that both Sonic and Tails can achieve maximum speed immediately. No looking for banks to gain speed, it's straight into the action!

Hopping Sonic

This is only available to Sonic and gives the ability to jump even higher than usual, using a pogo stick. He can even jump off in mid-air — cool!

Rocket Shoes

Another one reserved for Sonic. This footwear allows him to fly through the air, altering his altitude at will. They don't last long though!

High-Speed Bank

Sloping high-speed banks are littered around the levels. If Sonic or Tails don't run along them at maximum speed, they fall off the screen.

Flying Miles

Sega say Miles, but of course they mean Tails (that's his nickname, you know!). This new feature lets Tails hover in mid-air, adding further playability.

Swimming Miles

During underwater zones, this feature lets Miles use his two handy tails to swim along. He can really get some spray going!

Wee! Bouncing around on the red stoppers is great fun, but could really give Sonic a headache.

There are many new contraptions for Sonic to use in his adventure. The pogo stick will help him jump up high.

At the start of the game you get to select either Sonic or Tails. Sonic's always favourite though.



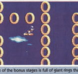
Sonic and Tails are back together for their second Master System adventure — and this time Sonic's pal isn't just a 'fox cub in distress'.

On their peaceful island home, the evil Eggman has found one of the rarest gems, the red Chaos Emerald, which he plans to use in a nuclear weapon. Sonic and Tails' idyllic island is sinking into the ocean and only they can recover the other Emeralds from a parallel world to save their friends' lives.

All the *Sonic* trademarks are here: shining rings, loops and a vast array of nasties to avoid at all cost. Prepare yourself, Sonic fans, for the next tremendous adventure of that blue spiky thing. It's coming soon...



Spin along the TV screens showing a ring and you score 10 per TV! That'll soon bump up the ring total.



One of the bonus stages is full of giant rings that spell out a phrase. They're worth 10 rings each.

Here's just a short section of one of the early levels in the game. As you can see Sega have certainly packed in the loops the loops and twirls. The levels have been constructed to give Sonic and Tails the maximum speed and playability.

If you don't zoom through these twirls fast enough then you run the risk of falling off onto the spikes waiting below!



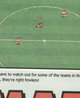
End-of-level guardians come and go but none are as impressive as the ones in *Sonic Chaos.*



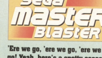


When it comes to throw-ins you can see the angle the ball will take by looking at the dots onscreen.



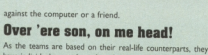


You have to watch out for some of the teams in the game, they're right fowlers!



ULTIMAT





'Ere we go, 'ere we go, 'ere we go! Yeah, here's a spotty soccer game from Sega that promises everything bar the half-time concert by Chas 'n' Dave!

At last, a game has come to the Master System that incorporates nearly everything you'd ever want in a footy simulation. Most soccer games around at the moment leave a lot to be desired in the playability, originality and presentation stakes, but all that will change with the release of *Ultimate Soccer* — promise.

It features numerous playing modes, 64 teams from around the world and eight different formations: 3-5-2, 5-4-1, 4-4-2, 4-2-4, 5-3-2, 1-4-3-2, 4-3-3 and 2-3-5. This sim also includes up-to-date statistics, called up at the touch of a joypad button. You can find the score, formation and time remaining quickly and easily.

There are the now-standard footballing options, enabling you to play the computer or challenge a friend in friendly match, compete in the tricky World League, play the even trickier Ultimate Cup competition with 64 teams or, for the novice, get to grips with penalty kicks against the computer or a friend.

Over 'ere son, on me head!

As the teams are based on their real-life counterparts, they have individual strengths and weaknesses in particular areas of play, so there's always going to be favourite (and least favourite) teams.

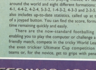
Apart from the useful formation control, it's possible to select a 'Style of Play'. The tactical emphasis given by Normal, Attack and Defend is obvious; Open Play allows the team to attack whenever they have the ball; in Breakaway, all attackers make a move when their team are in possession, otherwise they stay as they are; and finally there's Cautious style, where the entire team are defensive unless they have the ball.

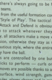
Players are controlled by one button but there are certain tricks to perform — curls on corner kicks and other sly moves are possible thanks to aftertouch.

Pitch surface, wind strength, game speed, difficulty, backpass rules, player change and in-game radar are among the other options you can select to suit your taste. You can't beat a half-time orange, though!

MF

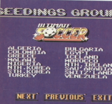








All the top teams are included in *Ultimate Soccer* so you can play your favourites and thrash all the others!



There are all kinds of menu screens hidden inside the game. Before you play, have a look around.



For a football game to be successful it must be fast and furious and *Ultimate Soccer* certainly is.



Some of the players are so happy after scoring a goal that they do somersaults of joy!



Nick lobs... 'THIS WINS THE CUP!'

I've always been a firm believer that football should be confined to the pitch and kept well away from television and consoles. Why sit around the house playing or watching it onscreen when you can be booting the ball about yourself? Of course, I make the odd exception — Cup Final day, for example. *Ultimate Soccer* from Sega is another one. It's fantastic!

From the moment you switch on the Master System, you know you're in for something special. The slick presentation shines out from all corners of the game. There's even a tiny animated Sonic on the many menu screens — he wiggles his finger at you!

The soccer itself is fast and furious. The players are small but perfectly detailed and animated. The pitch scrolls smoothly and it's easy to get into the swing of the action, whether you play solo versus one of the many teams or in a two-player challenge.

Of course, with games like this, it's the two-player option that makes it all worthwhile. As soon as *Ultimate Soccer* came into the office, everyone gathered around the console, cheering for their team. We just couldn't get enough of it!

Football has been attempted on the Master System before, but never with the success of *Ultimate Soccer*. If there's only one footy game in your cart collection — this should be it!

NICK 92%

There's a special penalty shoot out option in the game for practicing against the tough goal keepers.

When the opposition team come up to go for goal you can control the direction the goal keeper dives in by pressing the corresponding direction on the D-pad. He usually goes in the opposite direction to the ball though!

You can't get away with all the fowls in this game. Sometimes the ref will catch you and give a yellow card.

It's pathetic isn't it? He lets one goal in and goes to pieces. Dry your eyes you sap! What? He's on our team!

If you're really naughty you might even get a red card and be sent off!



SEGA SLICKNESS!

If there's one thing you can guarantee from a game programmed by Sega, it's slick presentation. They pay great attention to detail and fill their carts with little bonuses which bump up the ratings.

Ultimate Soccer has been given this extra-special treatment with animated Sonics and cool backdrops to spice up what would be very drab screens. Just take a look at what they've done…

In the penalty shoot-out competition you can select any teams to play for and against.

Go on my son! If you get this ball in the back of the net you can be the first man back into the bath!

As with the throw-ins a dotty line is displayed to show the angle of the kick on a free kick.

The players in *Ultimate Soccer* may be small but they're perfectly detailed and can play a mean game of Soccer!

There are all kinds of options that can be customised to your personal tastes in *Ultimate Soccer* to make the game even more addictive and playable Great stuff!

Sega are not a company to pass up a bit of free advertising. Here they are, plastered all over this game!

The goalies in this game are all a bunch on wimps, there's no need to cry over a goal!

Come on lads, don't just stand around nattering about the weather. Play some football!

FIND A FORMATION

You've eight different formations to choose from before you start playing Ultimate Soccer. Each has tactical advantages and disadvantages, as all big soccer fans will know, but for those who don't, here's a guide to success in soccer!



3:5:2
There's a strong mid-field in this formation but not many players back in defence. You'll loose some goals.

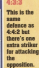
5:3:2
Here's a formation with a really strong defence. The opposition will find it hard to score.



5:4:1
Here's a nice even formation. Plenty of defenders, a good mid-field and the best striker up front for scoring.

1:4:3:2
One man is kept well back here, probably to keep the goal keeper company! The two strikers will soon score.

4:4:2
The defenders are spaced out differently here but you've still got two strong strikers.

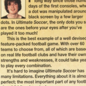


4:3:3
This is the same defence as 4:4:2 but there's one extra striker for attacking the opposition. Many goals!

4:2:4
The mid-field has been cut down in this formation to give more strikers. There's still a strong defence.

2:3:5
They look like the Red Arrow' don't they? Loads of strikers but not much in defence. But no-one will get that far!

Rob cheers... *'FAULTLESS'*



Football games have come a long way since those humble days of the first consoles, where a dot was manipulated around a black screen by a few larger dots. In *Ultimate Soccer*, the only dots you see are the ones before your eyes after you've played it too much!

This is the best example of a well devised, feature-packed football game. With over 60 teams to choose from, all of which are based on real life football clubs and have their own strengths and weaknesses, it could take years to play every combination.

It's hard to imagine *Ultimate Soccer* has many limitations. Everything about it is almost perfect; the most important part of any football sim, dribbling, is a cinch.

Graphically, it's far superior to other MS footy games. The players are small but nicely detailed and coloured. The trouble is, a few teams have green tops, which don't show up well against the pitch.

Footy sims were never musically inspired but good spot effects add a finishing touch to this near-faultless game. ***ROB 88%***

There's one thing you can say about all Soccer games — they're green!



MF Rating

Ultimate Soccer

89	Graphics
84	Sound
91	Playability
89	Lastability

If there's only one soccer game in your collection, this should be it!

90

Sega
£34.99

Out: November
☎ 071 373 3000

Sports





Fore! There have been many golf simulations on the Master System in the past but none of them have really been as playable as *PGA Tour Golf* from Tengen. This game has all kinds of options and viewpoints to keep your interest going through the courses.

PGA TOU

Don a pair of Paddington Bear trousers and grab a caddy as the Master System moves into a world of greens and putting, with a little help from Tengen.

The Master System's a bit low on golf sims, only *World Class Leaderboard* from US Gold and Sega's *World Tournament Golf* simulating the sport before now. The latest addition to the elite club is Tengen's *PGA Tour Golf* — and it blows the other two out of the water!

PGA Golf's full of realistic golfing moves to drive the discerning fan nuts. A wide range of useful options are laid out in easy-to-use menus. You can practice a round, enter a tournament, visit the driving range and polish your putting.

Then there's the change view option, which allows you to switch various things on and off. The auto hole, overhead, 3D putt and ball-lie views can all be customised.

It caters for all abilities, offering both Professional and Amateur skill settings. You can save the current game, load in a previous one or reset all the game's details at the touch of a button.

Two for tee

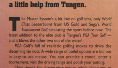
When all the options have been set, stride out onto the course with your chequered flares on and get stuck into the golfing action.

The power and direction of your swing are controlled by a percentage scale. Press the fire button once to start it, again to set the desired strength then once more to make the shot. Other elements to consider are wind speed and the number of trees and bushes blocking your way!

Get the ball near the hole and *PGA Tour Golf* goes into putting mode, where you're presented with a grid representing the slopes and bumps of the green. The grid can be rotated via the directional pad until you're sure how to take the shot.

The four courses on offer — TPC Avenel, PGA West Stadium, TPC Sawgrass and Sterling Shores — each have their own tricky bits to master so there's plenty of challenge for golfing fans of all ages.

Practice your skills if these prove too much, then take advice from professional players as you go round a course. They'll improve your golfing style, fashion sense and tell you what's on special offer in the course's restaurant



If you get around the course without losing your balls you stand a chance of winning some of the $2,000,000!



While programming the game Tengen spent many afternoons down at the local golf course.



PGA Tour Golf doesn't suffer from slow screen updates like some other golfing games we could mention.

Nick clubs... 'GREAT GOLFING!'

Golf games on consoles have always been a little below par. You can never recreate the experience of trudging around a course in the pouring rain, chasing a couple of small balls. It can't be the same played from the comfort of your armchair. What you *can* do is create a new gaming experience.

Tengen have done a great job with *PGA Tour Golf*. Everything's very green but what did you expect? A slow screen update has dragged golf games down in the past but it isn't a problem here.

There are bags of options to go through; you can practice almost everything before taking on a tournament and even save the game to continue at a later date.

I've never been a big fan of golf sims but this is a good stab at the game style. Worth looking at. NICK 80%

THE BALL IS LEVEL WITH THE CUP 15 YARDS AWAY

USE JOYPAD TO ROTATE VIEWPOINT

When it comes to putting you never know which way the ball is going to roll if you look at the normal view. In *PGA Tour Golf* this isn't a problem as you can select a three dimensional viewpoints of the putting green showing all the dips and banks that your ball will hit.

Golf. It's a funny old game, especially when you have to write lots of captions on it — they all look the same!

UR GOLF

LAST SHOT WENT 22 YARDS

The flag is only 23 yards away, but unfortunately the ball only went 22 yards.

HOLE #1 457 YARDS PAR 4 — TPC AVENEL

HOLE #1 461 YARDS PAR 4 — PGA WEST STADIUM

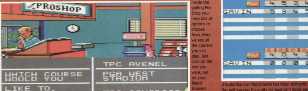
HOLE #1 472 YARDS PAR 4 — TPC SAWGRASS

HOLE #1 426 YARDS PAR 4 — STERLING SHORES

Before you go down onto the course you can watch the whole thing scroll by in all its glory. Make note of where all the bunkers and lakes are — you don't want your balls to end up there!

PUTTING

There are lots of icons and practice sessions you can select to brush up on your golfing skills.



Inside the golfing Pro Shop you have lots of options to choose from. Here we see all the courses you can play. Just click on the one you want, put on your flared trousers and play!

Par	4	5	3	4	4
GAVIN	5	3	4	5	0
Par	4	5	4	3	4
GAVIN	0	0	0	0	0

It looks like our friend Gavin has been trying his best on the golf course. It's a pity his best isn't good enough though!

Let it swing!

When you have taken your shot you will get an update of the situation your ball is in. Here are some of the icons you will come across.

Ball on fairway: This is a good shot as your ball lies on the nice lush green fairway. You'll get a great shot from this one.

Bad lie on fairway: This icon will come up if you have hit your ball to the edge of the fairway or have something obstructing the path to the hole.

Bad lie in rough: There are similar icons for landing in the rough. Some shots can be performed easily from here, here's one that can't.

Good lie in rough: By using the correct club you will be able to get your ball back onto the fairway in no time. Don't expect to get a hole in one though!

Well into the rough: How on earth did you get the ball here? You can try to hit it back into play but this one looks well and truely stuck fast.

Bunker: Those horrible sandy places on the golf course are not only there for the kids to play in. They're there to be a pain in the butt too!

Prepare to go for the gold! There's $2 million up for grabs so practice all you can.

The aiming cross-hair in the middle of the screen indicates the direction the ball will travel.

Rob swings... 'NOT MY FAVOURITE'

Hmm! Golf has never been my cup of tea — all that walking around, standing by holes and hauling around huge leather bags full of heavy clubs. But for golf nuts, *PGA Tour's* the ideal introduction to console versions of the sport. Whether you're an amateur or a pro well versed in the art of ball and club, you'll find a good challenge.

It's quite easy to get the hang of *PGA Tour Golf*. There are multiple option screens to wade through but when they've been sorted out you can walk onto the fairway and have some real fun.

The graphics outshine those of other MS golf sims. The 3D-style views draw quickly and the golfer's well animated, if a little slow to respond. There's not much to say about the sound other than there's an odd ping when you press a button and pleasant music in the background.

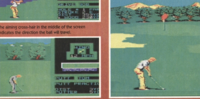
If you're wild about golf, *PGA Tour's* for you. Although it isn't one of my favourite sports, it's packed with absorbing gameplay. **ROB 78%**

As you play through a course you get regular updates on what all the other players are doing.

If you select to practice one of the courses you can have tips from the pros as you go around.

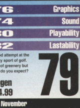
I think those cross hairs might be aiming the shot to the wrong part of the fairway!

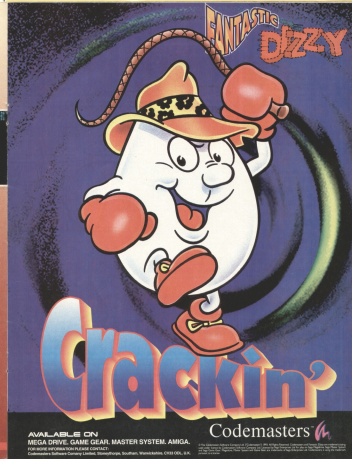
Don't go hitting the ball towards the trees, you'll never get it back.



You can scroll through the available clubs at the tee or on the fairway by pressing Up or Down.

This game gives equal rights to people of all hair colours — here we see a ginger bod having a go.








Dizzy is a game for all ages and abilities. If you leave him alone for too long a joypad will appear with the solution!

Sleeping on the job. If he's not careful our little egg will be scoffed by the rats and ants that live in these parts!

FANTASTIC DIZZY

From chicken plop to star of a cool arcade adventure. Is this Dizzy all he's cracked up to be?

Forget about your blue hedgehogs and dancing spots, there's a new hero in town and he's good whether boiled, scrambled or fried! Yes, Dizzy's an egg — but not a boring one that rolls around aimlessly with a cress fixation.

Dizzy has red gloves, stumpy legs and a cheeky grin. He lives along with other egg people, the Yolkfolk, in a treehouse village high above the land of Zakeria.

This was once a peaceful land where the Yolkfolk could go out collecting berries and chat to the troll creatures they share Zakeria with. That was until the evil wizard Zaks decided to kick up a stink. He put the whole kingdom under a black spell and made the trolls his soldiers.

Now he's kidnapped Dizzy's girlfriend, Daisy. She must be rescued and the land returned to its former, friendly self.

Just can't get an oeuf!

Fantastic Dizzy takes puzzle-solving and platform ingredients and throws them into a giant mixing bowl to create a unique console adventure for all ages.

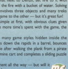
There are different levels, but they're linked together so Dizzy can walk freely between them. To progress, objects must be collected and used in the correct places to solve puzzles, open up new areas and help the Yolkfolk.

For example, Dizzy's friend, Denzil, is a cool dude so Zaks froze him in a block of ice. To set him free, Dizzy first has to find the hay, place that next to Denzil, set fire to it with matches then put out the fire with a bucket of water. Solving this single problem involves three objects and many treks from one side of the game to the other — but it's great fun!

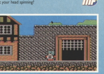
The puzzles are simple at first, with obvious clues given for beginners, but the more time's spent with the game, the trickier things get.

There are other many game styles hidden inside the adventure. Dizzy rides down the rapids in a barrel, bounces from bubble to bubble after walking the plank from a pirate ship, takes a trip in a mine cart and completes a sliding puzzle for extra lives.

There's eggs-citement all the way — but will it set your head spinning? MF



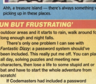



Grab a cog wheel and the portcullis to the troll's castle opens up — whoops we've told you how to do it!

Ahh, a treasure island — there's always something worth picking up in these places.


Deep down in the mine a lonely dragon lives. I wouldn't go too near him — he may be hungry!

Nick poaches... *'GREAT FUN BUT FRUSTRATING'*



I've known our friend Dizzy since his first adventure way back in 1987 and have probably reviewed every game he's starred in since — so you'd think I'd be sick and tired of him by now, wouldn't you? Far from it. This latest addition to his repertoire is a right cracker.

The cute animation of Dizzy — his facial expression constantly changing and fun roly-poly movement — will have even hardened gamesplayers addicted in no time at all.

All the visuals are excellent. Clear and colourful backgrounds scroll by and there are even different weather and light conditions! Stand in some outdoor areas and it starts to rain, walk around for long enough and night falls.

There's only one problem I can see with *Fantastic Dizzy*: a password system should've been included. This really put me off. You can play all day, solving puzzles and meeting new characters, then lose a life to some stupid ant or bat and have to start the whole adventure from scratch!

If Codemasters had included a password system, this would have easily scored a Master Blaster. As it is, *Fantastic Dizzy's* a brilliant game, but can easily become frustrating.

NICK 89%



He's the king of the swinger zoo. With his trusty rope Diz can reach many new platforms for more exploring.

Down at the bottom of the deep blue sea. Dizzy won't survive long if he doesn't have a snorkel!

FIVE WAYS TO BE SCRAMBLED

The great thing about *Fantastic Dizzy* is that it's effectively five games in one! By adventuring around the land of Zakeria, Dizzy comes across vertically-scrolling cart rides, a shoot-'em-up in a castle and walks the dreaded plank. Codemasters certainly believe in giving value for money.

Go down the rapids with the little eggy hero. He jumps into a barrel and must avoid the crocs.

Ride the mine cart and avoid the trolls. There are various exits from this so choose the right one.

Complete a sliding puzzle of Dizzy and the wizard for an extra life — it's tough and you must be quick!

The trolls will throw stones to crack Dizzy's shell but grab a crossbow and they're history!

Bounce from bubble to bubble before they burst or it's right down to the bottom again!

Rob oozes... 'REALLY PLAYABLE!'

Hurrah! Everyone's favourite egg has finally made it to the Master System, as cheeky and egg-like as ever — only with better presentation (naturally). I'm determined not to make any awful yolks, but to say I was egg-static when I played *Fantastic Dizzy* is an understatement.

Guide the chucky-egg around tree-house complexes, caverns and treacherous waters, encountering poisonous spiders, charging rhinos and man-traps. Dizzy must rescue poor Daisy, a loveable little egglet who's been captured by Zaks, or be alone with his bread-and-butter soldiers.

After all those years of playing Dizzy games on the humble Spectrum, it made a welcome change to play Master System *Fantastic Dizzy*. Graphics are detailed and colourful, making it a real pleasure for the eyes, and the catchy main theme goes around in your head for a while after playing the game.

It's great to see Dizzy's still going strong. This game's as addictive and playable as any of his earlier games — a real winner.

ROB 85%

It looks like Dizzy has lost one of his precious lives.

MF Rating
Fantastic Dizzy

92	Graphics
91	Sound
86	Playability
84	Lastability

Packed with puzzles, this is an excellent adventure, but it's frustrating at times

87

Codemasters
£29.99

Out: October
☎ 0926 814132

Adventure

HOW TO G

Fantastic Dizzy's a superb Master System cart, packed with cute graphics and tricky puzzles to solve. In a game that relies on adventuring skills, it's useful to have a helping hand to get you started. So here's the SEGA MASTER FORCE guide to the tree-house section of *Fantastic Dizzy*. It won't spoil your enjoyment — after all, it's the doing, not reading, that's the fun — but this should give you a bump-start!

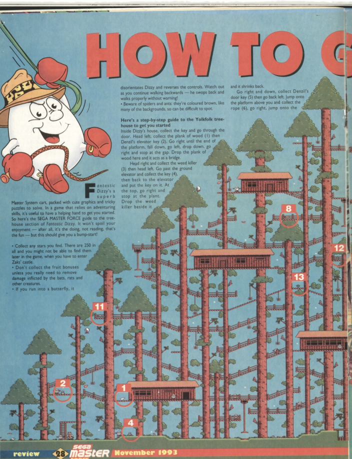
• Collect any stars you find. There are 250 in all and you might not be able to find them later in the game, when you have to enter Zaks' castle.
• Don't collect the fruit bonuses unless you really need to remove damage inflicted by the bats, rats and other creatures.
• If you run into a butterfly, it disorientates Dizzy and reverses the controls. Watch out as you continue walking backwards — he swops back and walks properly without warning!
• Beware of spiders and ants: they're coloured brown, like many of the backgrounds, so can be difficult to spot.

Here's a step-by-step guide to the Yolkfolk tree-house to get you started

Inside Dizzy's house, collect the key and go through the door. Head left, collect the plank of wood (1) then Denzil's elevator key (2). Go right until the end of the platform, fall down, go left, drop down, go right and stop at the gap. Drop the plank of wood here and it acts as a bridge.

Head right and collect the weed killer (3) then head left. Go past the ground elevator and collect the key (4), then back to the elevator and put the key on it. At the top, go right and stop at the plant. Drop the weed killer beside it and it shrinks back.

Go right and down, collect Denzil's door key (5) then go back left. Jump onto the platform above you and collect the rope (6), go right, jump onto the



GET STARTED!

platform above, then left to the other platform. You should be at the meeting hall.

Jump right onto the next platform and go up. You're now at Denzil's elevator. Place the elevator key on top then go left to you've been inside his house, head back right, down the elevator, left and collect Daisy's door key (7).

Catch the Fluffle!

Keep going down until you reach the platform with the plant, then go right to the end of it. Jump up to the left and jump right at the top-left of the platform. Go inside Daisy's house and collect the animal cage and Dozy's door key.

To use the cage, first find Pogie the Fluffle, who walks around the tree house. When you catch him, go up to Dylan's house. To get Dylan's door key, go left from his house, past his elevator and along. Jump onto the platform above and swing across to the next one using the rope and collect the key (8).

At his house, give Dylan the cage; in return, he gives you a pygmy cow. Exit his house and go up his elevator — the key's below his house, to the right. Leave Dozy's door key (9) behind. Head right, fall off the platform and collect the ton weight (10).

Now go back up the elevator, turn right, place the ton weight under the hook and the platform comes down. This takes you to Dozy's house. The key's where you picked up Dylan's elevator key.

Snog a frog!

When you leave his house, go to Dylan's elevator and left to Dora's house. Drop off the edge and fall onto the platform with her key on it (11). Go back and enter the house.

Pick up Dora (who's been turned into a frog), go to the base of the tree-house and give her to Prince Charming, who restores Dora to her normal self with a kiss. In thanks, he gives you a crossbow. Leave it and the pygmy cow at the base of the tree-house.

Head right until you reach the mine entrance, go down, turn right and collect Grand Dizzy's elevator key. Go back out, turn right and collect the mushroom, then go back to the tree-house village.

Trek to the meeting hall and collect Grand Dizzy's door key, leaving the rope, then go to his house, using the elevator key. Open the door but don't go in. Instead, go right and collect the medicine bottle (12). Fall off the side, collect the star plant (13) and go back to his house.

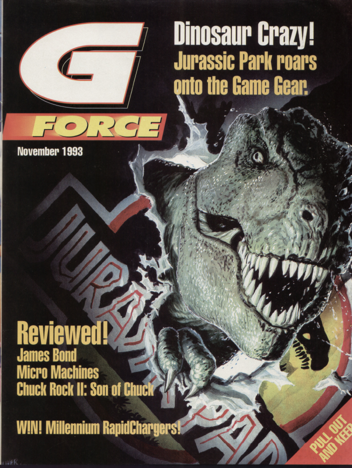
Put the mushroom, bottle and star plant into the cauldron and give the mixture to Grand Dizzy. He gives you a golden dragon's egg!

So there you go! That should get you started and show you the kind of thinking needed to complete the adventure. We'll bring a complete *Fantastic Dizzy* players' guide in a few issues time, once you've had a chance to complete this brilliant game by yourself. Have fun!





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G FORCE
November 1993
Dinosaur Crazy!
Jurassic Park roars onto the Game Gear.
Reviewed!
James Bond
Micro Machines
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WIN! Millennium RapidChargers!
PULL OUT AND KEEP

Charge of the Life Brigade!

TEN GREAT ONE-HOUR RAPIDCHARGERS PLUS 60 POWER CELLS FROM MILLENNIUM MUST BE WON!

Feeling flat, run-down and powerless? Plug into this electrifying competition and revitalise yourself!

The whoe world, it seems, is going green, and now another company has come up with a great new product to help make the world a better place (*for the en-tire hu-man race!*).What's so green about a battery charger? Surely it still uses electricity, generated by the fusion of nuclear particles (dangerous as well as environmentally dodgy) or the burning of huge quantities of fossil fuels (messy, expensive and even more harmful to the countryside)? But that's where you're wrong!

Okay, so **Millennium**'s new RapidCharger *does* use electricity, but as it only takes one hour to fully recharge two or four cells suitable for a Game Gear, it uses a lot less than most. In addition, the very fact that the same **Millennium** power cells can be used over and over again means fewer batteries will wind up buried in rubbish tips, leaking their toxins into the water table.

A super-charged double-whammy, then, and one the SEGA MASTER FORCE crew are more than happy to harp on about (yes, we even recycle our own jokes around here... or had you already noticed?).

Absolutely no charge

Priced at only £16.99 per unit (with a two-pack of Millennium power cells retailing at £4.49 and four-pack priced at only £7.99), buying this essential extra for your Game Gearing needs certainly isn't going to turn your bank manager green with nausea.

But why not try winning one for free? Our office test model has proven invaluable over the past week or so (the Managing Editor's been Game Gearing his way between Shrewsbury and Ludlow, annoying other rail passengers with his constant cursing as he loses game after game of *Wolfchild*!).

In order to enter, simply answer the three environmentally-friendly questions below and send your entries on the back of a postcard or sealed-down envelope to: **Welcome To The Next Millennium, Sega Master Force, Impact Magazines (UK) Ltd, Ludlow, Shropshire SY8 1JW**.

The first ten correct entries pulled out of the core of our office nuclear reactor on **15 November** receive a RapidCharger plus six power cells — and if you could possibly manage it, send 'em in on recycled paper...

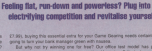
SHOCKING QUESTIONS!

1. If one end of a battery is called 'negative', what's the other end called?

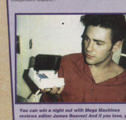
2. How long does the **Millennium** RapidCharger take to put the juice back into worn-out batteries?

3. Given that the universe is infinite and the Earth's reserves of fossil fuels are not, then how much would a **Millennium** one-hour RapidCharger cost in the shops? (You've just blown the answer to the second question, you fool! — Sub Ed)

If these questions prove a tad too tough and your grey matter just isn't up to it, both the Millennium RapidCharger and power cells can be purchased from Comet, Rumbelows and leading independent retailers...







You can win a night out with Mega Machines reviews editor James Beaven! And if you lose, you could spend a week with him!

News & Previews

Have we got a Game Gear section for you this month! Er, yes we have, and it's packed with news and big-name reviews like *Micro Machines*, *James Bond* and *Chuck Rock II*. If it's a slightly older game you're after, check out the Gear Guide to all the handheld's releases from the past two years!

Thufferin' Thuccotash

The adventures of those wacky cartoon characters, **Sylvester** the Cat and **Tweety** Bird, are set to appear on the Game Gear in December. **TecMagik**, responsible for *Andre Agassi Tennis* and the forthcoming *Pink Panther*, are releasing the classic **Warner Bros** duo onto **Sega**'s handheld.

As with the MD cart, *Sylvester & Tweety* will feature level after level of crazy antics as the manic pair attempt to outwit each other in a loopy game of cat and, er... bird. The animation's stunning and, from what we've seen, captures the feeling of the cartoons. Expect to see a preview in an upcoming G-FORCE.

Handheld X-Citement

It's common practise these days for Mega Drive games to make their way onto the Game Gear. Massive successes such as *Streets of Rage II* and *Ecco: The Dolphin* are just two of the titles winging their way to your little mitts in the near future.

Fans of **Marvel**'s merry mutants will be chuffed to hear that the MD hit, ***X-Men***, is due out for the GG before Christmas. As in the 16-bit version, the uncanny X-Men face the wrath of **Magneto** and his hideous creations.

There are a variety of characters to choose from, including **Cyclops** (cor!), **Wolverine** (woo!) and **Psylocke** (phwoar!), all with athletic abilities and mutant powers to master. Familiar comic settings such as the Danger Room, Savage Land and Shi'ar Empire form the many levels on offer.

Will the X-Men save the world once more or will Magneto's plans for domination finally reach fruition? Find out when this 4 Meg masterpiece arrives later this year.

Jurassic Japes

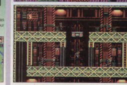
Mankind often uses technology carelessly and the results of his latest meddlings can be seen in the mega-smash movie ***Jurassic Park***. **Steven Spielberg**'s latest blockbuster takes place on an island off the coast of Costa Rica.

The island has become the world's largest theme park... with the most unusual inhabitants. Using DNA preserved in amber, scientists have genetically engineered living, breathing dinosaurs! If you don't know the rest of the story, where have you been for the last six months?

With dino-mania sweeping the world (and unlikely to slow down before Christmas), **Sega** are unleashing the next *Jurassic Park* game onto the market. The Mega Drive version has been a massive success, only the legendary *Mortal Kombat* keeping it from the Number One spot for the last few weeks. While Game Gear *JP* isn't an exact conversion, it boasts stunning graphics and edge-of-the-seat action.

You take the role of noted dino expert Alan Grant and travel through five prehistoric levels in an effort to stop the rampaging creatures and escape from the island. Along the way you'll encounter various beasts including Triceratops, Velociraptors, Brachiosaurs and the terrifying T-Rex. Devices to collect include grenades and a rocket launcher, both of which come in handy when facing the monsters.

Jurassic Park features 4 Meg of spine-tingling action and some of the most stunning visuals ever seen on the GG. We should have a full review in the next issue so hang onto your hats until then.



Wimbledon Wonder

Summer's far behind us (did it ever happen?) but sports games are still big business. Already a hit on the Mega Drive and Master System, **TecMagik**'s ***Andre Agassi Tennis*** is almost here for the Game Gear.

Fans of tennis games will be able to control the American ace and win plenty of matches against some of the world's top racket-swingers. Options include a two-player game, various types of court surface and even a practice round.

The bad news is that *Andre Agassi Tennis* isn't set to appear in the shops until Christmas time so you'll have to sit back and spin your racket till then.

James Bond

Some call him 007, some call him Jimmy and the bad guys call him trouble. Bond is back in a hot new game from Domark.

In another collection of death-defying missions, James Bond returns to apprehend the evil Professor Greypen, a mastermind with an evil plan to take over the world's governments. Greypen, hiding out on an artificial island somewhere in the Pacific, plans to launch a shuttle with a deadly high-powered laser station into outer space — and use the station to destroy any target on earth he chooses...

Licence to kill

The player guides the intrepid Bond through 12 tricky platform levels full of familiar characters from the films and books such as Jaws, Oddjob and Bones. Other nasties include robotic snapping fish, deadly plasma spheres, hot lava balls and hot geysers. Each level is split into four missions.

Bond carries a pistol, and grenades which he can replenish by picking up special cases from Q. If things get too hot to handle, touching one of the computer terminals dotted around each level will save Bond's position. There are also passwords and three difficulty modes, and a choice of sound effects or music alone, or a mixture of the two.

Ooo baby, what are you doing when all this trouble dies down?

Dressed in his smart suit and little dicky James Bond is ready to take on anything!

Watch it! That sailer has a frisbee and he's not afraid to use it. It looks like James is having a nap!

NICK 68% To give James Bond its due, the graphics are quite smart, with Bond leaping around the platforms and blasting away at the bad guys in style. The animation from Domark's Kremlin programming team is great — almost up to the standards of *Prince of Persia*. Sound isn't at all bad, either, with a recognisable 007 theme tune and spot sound effects.

It's just the playability that lets the whole thing down. I'm fed up with jumping, shooting and collecting power-ups. Where are all the original ideas? Do they go somewhere and die so that we can be given another shoot-'em-up or platform game?

If you're a fan of 007 you may find playing your hero a real thrill, with all his secret-agent gadgets and smart suits. But if you want something original that will test your game-playing abilities to the full, this certainly isn't it.

TOP SECRET
GAME OPTIONS
START GAME
GAME TYPE : HARD
BUTTONS : NORMAL
RESET HIGH SCORE
SOUND : FX

There are lots of options you can select before starting a game. Why not just get into the action?

Starting at the bottom of a huge ship, James must make his way through the maze of ladders and platforms to grab all the cases he can and pop off any nasty enemies that might get in the way. Easy life!



All the logos and music that made the films a success are crammed into this Game Gear game.

Even the James Bond on the title screen is instantly recognisable. Good old Sean Connery — he's a hero!



ENTER PASSWORD
USING JOYPAD OR PRESS START
_AAAAAAAAAAAAAAAA
HIT FIRE WHEN DONE

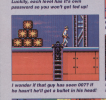
Luckily, each level has it's own password so you won't get fed up!



Ooo, ouch that hurt! Fancy shooting that poor bloke up the bum, that's not very sporting is it?

ROB 61% Is that really James Bond? My first reaction to the tiny besuited character was that it could be anyone from Bob Holness to Omar Sharif. And there's not enough originality here to make anything more than a rather bland plaformer. Although graphically the game is quite appealing, some of the sprites are a little too light-hearted — the bad guys look like milkmen and the robotic fish are a bit pathetic. The sound is another big letdown: weedy and uninspired, and even the Bond theme doesn't sound very convincing.

The James Bond films should provide a perfect scenario for a cool game, but this time the good ideas have slipped through the net.



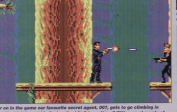
I wonder if that guy has seen 007? If he hasn't he'll get a bullet in his head!



Falling from the platform is not a good idea, there's water down there!



In great platform game tradition there are lots of power-ups and extra weapons James can use.



Later on in the game our favourite secret agent, 007, gets to go climbing in trees!. Wouldn't he get his flash suit a bit dirty up there? With a good supply of bullets he can soon pop off all the enemies.



James Bond

Domark
£27.99

72	Graphics
70	Sound
62	Playability
58	Lastability

65

A good-looking game that's let down by monotonous gameplay.

Out: Now ☎ 061 780 2222 Shoot-'em-up

Micro Machines

When you're half the size of a matchbox, racing around a bath tub or a sand-pit should be easy… but it's not! Prepare to be shrunk.

Micro Machines is a wild and wacky racer with a difference: its vehicles are half the size of a matchbox and you drive them through extremely unusual terrain.

Pick your character from the list of eleven on offer, each with a different degree of racing skill, then compete against three computer-controlled players.

First take part in a bath tub qualifying race. Win this and you're through to the proper game.

The 25 varied levels allow you to control tricky tanks in the toy room level, skid around a sand-pit in a racing jeep, dodge nails, glue and oil in the workshop and even fly a tiny helicopter in the garden level.

To qualify for the next race, you have to be first or second past the chequered flag; any lower and you forfeit a life and must try again.

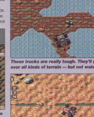
When you win a certain number of races, you enter a bonus round in which you tackle an obstacle-laden course within a time limit to receive an extra life.

If a one-player game doesn't suit you, grab a friend and battle it out in the head-to-head. To score points, speed ahead of your opponent so he disappears off the screen.

Size isn't important — speed is! ■

The sports cars in Micro Machines give the fastest and most addictive races.

These trucks are really tough. They'll go over all kinds of terrain — but not water!



Around the beach these buggies really move and skid on every corner.



The oil slicks will send you into a spin if you drive through them.

There are lots of characters you can select to race against in this cool game. Here's just a small selection.

ROB 89% I was well impressed with this little racing sim. The Mega Drive version was packed with playability and this is an almost exact copy. I particularly like the characters you choose at the start of the game. Trouble is, none of them look anything like me — lucky for them!

It's a real novelty to race around a breakfast table, complete with cereal packet jumps and orange juice stains which slow the cars down. I'm always bombarded by other vehicles, though — they push me off the table onto the floor! Oh, I wish I was a better gamesplayer!

Micro Machines is the sort of game you'll come back to again and again. Thoroughly recommended.

NICK 91% *Micro Machines* is a real favourite of mine. I first played it on the 8-bit Nintendo (yeuck!) but thankfully it's been converted to Sega systems. The tiny vehicles you race around odd racing tracks are licensed from Galoob's toys. This is what makes *Micro Machines* so original — where else could you drive on a breakfast table or chess set?

Codemasters have done a great job of squeezing it onto the Game Gear. All the graphics are smooth and slick, packed with colour and animation. Players choose from a wide selection of competitors who all have strengths and weaknesses.

If you're a fan of racing sims, you'll be addicted to *Micro Machines* from the word 'go'. It's extremely fast and has lots of variety so you'll never get fed up of it. The 25 tracks can be played as a one-player challenge or two-player tournament, using the Gear-to-Gear link.

Either way, you'll be playing this baby till the cows come home!

Micro Machines
Codemasters
£27.99

92	Graphics
89	Sound
91	Playability
90	Lastability

90

A fantastic racing game and 100% original. Get it now!

Out: October ☎ 0926 814132 Racing

Chuck Rock II


In this latest Chuck Rock game the visuals are brill!

We've heard of bouncing babies but this is ridiculous! He's just like his dad but twice as mad...

Chuck Rock's been busy since his last adventure: he's married his childhood sweetheart, built up his own car business and even had a bouncing baby boy! Life was rosy until he was kidnapped by the evil Brick Jagger, the owner of a rival car company and a real nasty piece of work.

Who on earth can save Chuck from this evildoer? Who else but baby Chuck, sporting a soggy nappy and armed with a huge club!

This little nipper can really look after himself in the big wide world. If any unsuspecting dinosaur or caveman comes near, he bashes them on the bonce and takes a suck from his milk bottle at the same time!

Here comes the son

Chuck Rock II's platform-based levels are full of strange contraptions which baby Chuck can use to get around. Trampolines bounce the babe high into the air, vines swing to and fro and carry him to higher platforms, and certain dinos and blokes act as lifts and springboards when bashed on the head.

In great platform game tradition, there are end-of-level guardians to defeat on the way to Brick Jagger's car factory. Giant dinosaurs and an octopus are only two of the tough nasties who have to be sorted out. They have set attack patterns and a bash in the right place soon puts them out of their misery.

With three lives to play with and piles of bonuses — including sweets (for points), milk bottles (energy) and 1-Ups — there's plenty to see and do in *Chuck Rock II: Son of Chuck*. Get bashing! ■

Baby Chuck can use any of the creatures about him to save himself.

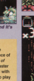
Defeat the ugly octopus boss and it's plane sailing past this level.

ROB 74% Unga bunga — and all that other Neanderthal language! Chuck Rock, that pot-bellied man from millions of years ago, has fathered a baby who stars in an adventure full of prehistorical goings-on and fossilised fugitives. Even though little Chuck's still in nappies, he's a force to be reckoned with.

I was never a fan of the first game, though many considered it a classic. This second outing for the Rock family left me feeling about the same: although gameplay's quite good, there wasn't enough appeal to keep me playing for long.

Graphically, *Chuck Rock II*'s very colourful and there's lots of detail in the sprites and backgrounds — it's far from drab. Soundwise, there's an average bubbly tune to help you on your way.

But the gameplay hasn't got that old magic to stop this cart from being just another GG platform game.



NICK 90% Pay attention, platform game freaks, because this is one cool piece of kit. Game Gear *Chuck Rock II: Son of Chuck* is slightly different to the Master System version but it's still packed with superb visuals and groovy levels to play through.

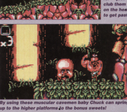
Baby Chuck is a little more attractive than his dad and instead of bouncing his belly at passing dinosaurs, he has a giant club to whack them with. Some dinos leave behind bonus sweets and icons; more goodies can be found in secret corners and behind bashable walls.

What makes this game extra cool are the expressions on the dinos' faces when you bash them. They each have their own character and you end up seeking out those with particularly hilarious bashed expressions!

End-of-level baddies are particularly good. The giant dinosaurs have extendible necks which reach down to bite baby Chuck and a nasty octopus fires darts.

If you're after a great platform game, look no further than *Chuck Rock II: Son of Chuck*. It's bashingly brilliant!

There are all kinds of weird and wonderful nasties to watch out for — just club them on the head to get past.


By using these muscular cavemen baby Chuck can spring up to the higher platforms to the bonus sweets!


Arrgh! The diant dinosaur looks menacing but can soon be bopped.

Chuck Rockk II: Son of Chuck

Core Design
£27.99

Score	Category
92	Graphics
88	Sound
84	Playability
79	Lastability

79

A great platform game with bags of great graphics and sound effects

Out: October ☎ 0332 297 797 Platform

Game Gear Guide

Don't buy another Game Gear cart until you've consulted the SEGA MASTER FORCE guide to the best handheld offerings available. These are all the games reviewed in Sega Force plus the new ones we've covered in this magazine. Check these out!

4-In-1
Compilation Sega £29.99 63%
Columns, tennis, football and racing clones. Two games let it down badly. Think seriously before buying.

Aerial Assault
Shoot-'em-up Sega £23.99 48%
Fly over cities with a pile of weapons to throw at passers-by. A rubbish shoot-'em-up, lacking any thrills.

Alien 3
Shoot-'em-up Acclaim £27.99 84%
Blast around a space backdrop with the star of the spooky film, Ripley. Acclaim have done a fine job. A must-buy for Alien fans!

Alien Syndrome
Shoot-'em-up Sega £29.99 79%
A good Game Gear release, showing off the machine's capabilities, but with only four levels it's a bit too easy.

Batman Returns
Beat-'em-up Sega £24.99 84%
The Caped Crusader... returns! A great film game that suffers from a lack of challenge. There are some massive guardians to deal with!

Chakan: The Forever Man
Beat-'em-up Sega £29.99 69%
Supernatural happenings with big swords! Could've been brilliant but the difficulty level's very unfriendly. Try before you buy.

Chuck Rock
Platform Virgin £27.99 92%
Prehistoric antics with really cool graphics.It's pretty difficult but platform fans may soon master it.

Crash Dummies
Arcade Acclaim £27.99 81%
The Incredible Crash Dummies make a brilliant handheld debut. There are four levels of vastly different gameplay.

Crystal Warriors
RPG Sega £24.99 63%
A roleplaying game with loads of characters and a battery back-up. There's loads to do but the sprites are a little on the small side.

Defenders of Oasis
RPG Sega £27.99 90%
Packed with action, this is a truly wonderful role-playing game. Plenty to keep you guessing. Buy it!

Double Dragon Xtra
Beat-'em-up Virgin £24.99 50%
A beat-'em-up through tough streets, converted from the coin-op. A tired series but Virgin have done a reasonable job. We'd plump for *Streets of Rage* instead.

Evander Holyfield Boxing
Sport Sega £29.99 81%
With a two-player option and exhibition fights, this is a cool boxing sim. It has loads to offer fans of the sport.

Fantastic Dizzy
Adventure Codemasters £24.99 83%
Full of puzzles and arcade elements. A big game with puzzles a-plenty and arcade sections to test the reflexes. Brilliant.

Fantasy Zone
Shoot-'em-up Sega £24.99 66%
A colourful shoot-'em-up which sadly lacks variety. Only for hardened fans of the genre!

George Foreman's KO Boxing
Sport Flying Edge £29.99 55%
Here's a sporting game that hits well below the belt. A poor boxing sim, too easy to master.

Global Gladiators
Platform Virgin £27.99 87%
As a Game Gear cart, it's a stunner. Maybe easy for some but great fun and instantly playable. Another great Virgin game.

G-LOC Air Battle
Shoot-'em-up Sega £24.99 92%
An inaccurate conversion of the arcade game but brilliant in its own right. There are some great static screens.

Halley Wars
Shoot-'em-up Taito £28.99 82%
A highly polished shoot-'em-up but nothing original or outstanding in the gameplay department.

Home Alone
Platform Sega £29.99 63%
Set traps for the burglars in this average movie tie-in. Original but lacks variety. Another wasted licence.

Indiana Jones and the Last Crusade
Platform US Gold £29.99 88%
Packed with cool sprites and animation, this is a brilliant movie game. It'll have you on the edge of your seat!

Joe Montana Football
Sport Sega £24.99 60%
There aren't many decent American Football games around on the Game Gear. This is the only one worth playing.

Junction
Puzzle Sega £29.99 36%
Roll red balls around a screen full of checkpoints. Another variation on the ancient sliding puzzle idea. Too tricky, not enough fun.

Klax
Arcade Domark £27.99 82%
Arcade conversion where tiles must be stacked to form rows. Nice one, Tengen and Domark. Better than tiling the bathroom any day!

Krusty's Fun House
Puzzle Flying Edge £29.99 89%
A superior game which combines tricky puzzles with fast platform action. Simpsons fans will love every minute of it!

Land of Illusion
Platform Sega £32.99 89%
Mickey Mouse adventures through cool levels of cartoon action. A brilliant platform and puzzle game.

Lemmings
Puzzle Sega £29.99 94%
The little suicidal rodents need saving. If you're tired of shoot-'em-ups and maze games, get this.

Little Mermaid
Adventure Sega £29.99 65%
A poor quality film licence aimed squarely at the younger market. Disney-ish cartoony graphics give it a nice animated feel.

Lucky Dime Caper
Platform Sega £32.99 78%
Donald Duck stars in this cartoon-style platform game with some really nice graphics. Disappointing compared to the MS original, though.

Marble Madness
Puzzle Domark £27.99 77%
Marble-racing along a semi-3D scrolling landscape. This game's unique and another great conversion from Tengen and Domark.

Master of Darkness
Platform Sega £29.99 81%
Spooky goings-on with vampires and eerie levels. Not the most original game around but a challenge and loads of fun.

Ninja Gaiden
Beat-'em-up Sega £24.99 71%
Playable hack-'em-up that won't make you commit suicide after buying it. It's marred by a lack of mid-level restart points.

Olympic Gold
Sport US Gold £24.99 92%
The perfect portable sports sim. Crystal-clear sprites and movement plus good music and sound effects.

OutRun Europa
Racing US Gold £24.99 74%
Arcade conversion with faultless graphics and good scrolling. Great for driving game freaks, not so great for others.

Pac-Man
Arcade Domark £24.99 93%
The classic arcade game's a must for handheld console owners. All that munching power pills and chasing ghosts — it's brilliant!

Paperboy
Arcade Domark £27.99 76%
It's stood the test of time. Another good conversion of an old arcade game. Fun in short bursts but not a game to play all day.

Pengo
Arcade Sega £24.99 60%
Tackle 64 levels packed with puzzling fun. Only for real puzzle fans who love having their brains teased.

Popils
Puzzle Domark £27.99 85%
Mark out a route through the evil Wiz's mazes and reach the distressed damsel. It's sickly cute but up there with the best of 'em! Terrific.

Predator 2
Shoot-'em-up Acclaim £27.99 66%
Another movie tie-in. Not a bad little blaster but gameplay becomes samey after a few plays.

Prince of Persia
Platform Domark £27.99 95%
Leap around platforms to rescue your girlfriend from the evil Grand Vizier. This game's packed with fantastic animation and challenging levels. Another must.

Put & Putter Miniature Golf
Sport Sega £24.99 50%
Golf fans and anyone under three will get some pleasure out of this fun little sim. There aren't enough options, though.

Shinobi 2: The Silent Fury
Platform Sega £29.99 84%
Rescue your trapped brothers and defeat oriental enemies. A smart ninja platform outing — don't be put off by the guardians!

Slider
Puzzle Sega £24.99 69%
A puzzling game with a high frustration factor. Colourful graphics but similar throughout.

Smash TV
Shoot-'em-up Flying Edge £27.99 34%
A frantic blaster in futuristic TV studio setting. This is a dreadful conversion which never should've appeared.

Solitaire Poker
Puzzle Sega £24.99 91%
Good-looking, sounding and playing card game with loads of options to choose from. Get it now!

Sonic The Hedgehog
Platform Sega £24.99 89%
That speedy flea-ridden hedgehog's first adventure on the Sega and a great conversion of the MD and MS games. Hours of fun guaranteed.

Sonic 2
Platform Sega £29.99 93%
This hedgehog needs no introduction. Not the best version of the game but the most challenging. A must-have!

Space Harrier
Shoot-'em-up Sega £24.99 92%
Manic 3D action with huge enemies. Great action, great conversion, great game! There are no options but handy passwords.

Spider-Man
Platform Flying Edge £24.99 91%
Comic-book capers come to life. A fantastic platform game, one of the best on the Game Gear — almost better than *Sonic*!

Spider-Man 2: Return of the Sinister Six
Platform Flying Edge £27.99 82%
Good web-slinging game with enough action to keep most game-freaks happy. Good, solid sprites with loads of colour.

Streets of Rage
Beat-'em-up Sega £27.99 81%
Disappointing compared to the MD but a great mash 'n' bash in its own right. There are some hot sprites and plenty of pick-ups.

Strider II
Arcade US Gold £24.99 76%
Leap around platforms, swinging a laser sword and throwing shuriken stars. A big improvement on the original. Offers a big if frustrating challenge.

Super Kick Off
Sports US Gold £24.99 80%
An effective, well presented footy sim with loads of variations of pitch and players to keep sad soccer fans happy. Ooo!

Super Off Road
Arcade Virgin £27.99 87%
Speed around rough tracks in 4x4 trucks. A smart racing game. Takes skill to master but you won't switch off!

Super Space Invaders
Shoot-'em-up Domark £27.99 72%
The classic arcade machine is brought into the Nineties in style. Great for fans of the original but tiresome for others.

Superman
Platform Virgin £27.99 64%
Is it a bird? Is it a plane? Is it a good game? Not the best Virgin handheld release we've seen. Fun for a while.

Talespin
Platform Sega £29.99 52%
More cartoon capers on the small screen from Walt Disney. A wasted licence. Above average gameplay but not recommended.

Taz-Mania
Platform Sega £29.99 84%
That famous Warner Bros character spits and snarls on the Game Gear. A good conversion but should've been tougher.

Tengen World Cup Soccer
Sport Tengen £27.99 79%
Get out your boots for another game of footy. Not quite in the same league as *Super Kick Off* but a definite contender for the cup.

The Terminator
Shoot-'em-up Virgin £27.99 87%
Arnie does his stuff in style. Good graphics, great playability. Even when completed, you'll play it over again.

Tom & Jerry
Platform Sega £29.99 48%
The arch-rivals from the hit cartoons come to life on the GG. A good-looking game marred by meagre lastability. A real shame.

Wolfchild
Shoot-'em-up Virgin £27.99 79%
Half man, half werewolf, with piles of power-ups to collect and cool graphics. Better than the Mega-CD version. A good platform shoot-'em-up.

WonderBoy 3
Platform Sega £29.99 82%
Another arcade adventure conversion, this one a smart platform game with a large dollop of fun! The WonderBoy games are always a good buy.



LET'S GO CLUBBING!

Win! Win! Win!

A SET OF JUNIOR GOLF CLUBS AND TEN COPIES OF TENGEN'S PGA TOUR GOLF!

It's all very well reading about golfing simulations and playing them from the comfort of your armchair, but it's a different thing altogether to get out there and play the sport for real. Well that's exactly what we're giving you the chance to do with this smashin' competition from Tengen, the masters of sports games.

To celebrate the release of their latest masterpiece, *PGA Tour Golf*, they're offering **SEGA MASTER FORCE** readers a set of junior golf clubs with three irons, one wood, one putter and a golf bag plus ten runners-up prizes of high quality browning junior putter sets with a set of 12 golf balls.

To see just how addictive this golfing sim is, read the review on page 22 of this issue. It may have lots of greenery but it's a whacking good game.

So what do you have to do to get your hands on one of these wicked prizes? Just circle the words in the grid below. They can read from left to right, down or diagonally; we've done our best to hide them in the most unsuspecting places. Actually that's a lie — they're all in that grid somewhere!

When you've found all ten words, fill in your name and address and post off the coupon to **FORE! COMPO, SEGA MASTER FORCE**, Impact Magazines, Ludlow, Shropshire SY8 1JW. Get your entries in by 19 November and tell us if you don't want to receive mail from other companies (even if it might include a cheque for £100!).

TENGEN
VIDEO GAMES

N	P	U	T	T	I	N	G
T	E	E	J	O	P	O	W
E	K	S	I	H	G	N	B
N	O	W	P	R	O	L	U
G	I	I	D	J	L	O	N
E	P	N	Q	X	F	L	K
N	R	G	L	K	S	W	E
S	E	G	A	H	I	T	R

Words to find...

GOLF	SWING
PGA	HOOK
TEE	BUNKER
TENGEN	PUTTING
PRO	SEGA

Name ....

Address ....

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Postcode ....

Please tick the box if you don't wish to receive mail from other companies ☐

BEAT THE SYSTEM



Hi all you game fiends! This is the only 100% 8-bit Sega tips section in the whole wide world. All you will find on the following pages is Master System hints, tips, cheats and maps with a tiny splatterin' of Game Gear thrown in for good measure.

This month our great players' guides include a six page extravaganza on Prince of Persia and a cool stab at Star Wars. If you have anything you think would look good on these pages then send it in to: Beat the System, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. See ya!

POPULOUS

Playing God isn't always the easiest of pastimes, so you probably need these tips from **Graeme Nicol** of **Kirkcaldy**. Now you can zap your subjects with ease!

From GENESIS (World 1) you can go to either SCOQUEMET (World 5) or CALDIEHILL (World 14), and from these you can proceed to two different worlds each, depending on whether you use 'Armageddon' to kill evil or just kill them off with floods, knights, swamps etc. This is the same for all the levels I know of (and that's a *lot*).

Here are some codes to get you started:

GENESIS	1
CALDIEHILL	4
SCOQUEMET	5
BURWILCON	9
RINGMPED	13
ALPOUTOND	15
SHADTED	20
MINMPE	27

The other 4992 are up to you! But here's a little secret: many of the Mega Drive *Populous* passwords work on the Master System!

THE TERMINATOR

Here's a useful guide to Virgin's cool blasting game, *The Terminator*, from **Loren Picco** of **Helston**. Go on, give them one from Arnie!

Level 1

Run along to the ladder leading underground — don't worry about the bombs the Hunter-Killer drops until you're right next to the ladder. Once in the bunker, take out the Terminators with a bomb by crouching down and firing (Terminators nearly always fire standing up). Using this method, you should reach the end of that platform in one piece! Drop down onto the stairs and go

down them.

Drop down onto the staircase below and head right. Once you've blown through the door and gone through, you're life force will have been replenished. Head right and go up the stairs.

Jump onto the platform to your right then the next one and a platform with a ladder and machine gun. Grab the gun and go back to the stairs. Jump up left onto the platform.

You should see a box — this is the bomb. Walk into it to activate it; the screen turns red and you have 150 seconds to get above ground and into the time displacement chamber. Head back to where you found the machine gun and climb up the ladder.

Head left and climb down the ladder, then up the stairs and jump right onto the platform. Climb up the ladder leading above ground and head right into the time displacement chamber.

Level 2

Run along, killing punks and cops. Climb the ladder and drop down the gap. Climb down the next ladder, go right and climb the end ladder.

Walk off both parts of the roof after you've walked to the right. Climb up the ladder to finish the level.

Level 3

Simple, really! Just blast the Terminator backwards as far as possible.

Level 4

Run along and climb the ladder, go left then go down the stairs. Run along, climb the stairs at the end.

Climb the next two staircases and head right. Go down the stairs. Climb the other staircase and climb the ladder. Now run left and you've finished the level.

Level 5

Climb down the ladder and run right, making sure you avoid the zig-zagging robots. Climb the ladder and keep going right until the second suspended platform.

Jump as far as you can to the right, then jump right onto the platform. Jump again and climb down the ladder.

Climb down the next ladder to the Terminator but make sure you're facing it before you go down otherwise you're final task will get off to a bad start. All you need to do now is blast the Terminator into the steel press. Phew!

If you still can't survive for more than five minutes, here's a naughty level-select:

Hold button [2] and turn on the Master System. On the main title screen, press button [1] and Left, Left, Up, Up, Right, Right, Down and Down. Two 0s should appear.

The top 0 is used for selecting the level, using Left and Right. The first part of Level 1 is 0, 1 is the second part, 2 is the first part of Level 2, 3 is the second, 4 is Level 3, 5 is the first part of Level 4, 6 is the second, 7 the third and 8 is Level 5!

The bottom 0 is the difficulty setting for the level you've selected.

ALEX KIDD

That cheeky little Alex Kidd is one of the most popular characters ever to appear on the Master System — probably because one of his games was built into the new console! Here's the definitive guide to Alex's adventures in Shinobi World and a cheat on Miracle World, thanks to **Colin Carragher** of **Carrick Macross** in **Ireland**.

Alex Kidd in Miracle World

A quick cheat for this game is to hold Up and press button [2] eight times when the Game Over screen's shown. This gives you a continue mode but costs £400.

Alex Kidd in Shinobi World

When you start at the waterfall on the lobster section, you find a hole in the path. Walk down this and jump on the first chest. Now jump across the second gap to reach an extra life. Return to the other chest for a Whirlwind spell.

WARNING! If you start again without switching off the power, the Janken matches change, so switch off the power before you start again.

Level 1: MT Eternal
Use stone, scissors to beat the Stonehead.

Level 2: Lake Fathom
When you come to the first octopus put on your Invisible powder and hit it on the head. Get on top of the pit and press Down twice and you'll be in a secret land.

Level 4: The village of Namui
When you reach the ox, stand in one place and hit him on the head. He bounces back and comes again. Hit him eight times to get rid of him for good.

Level 5: MT Kave
Use scissors, paper to beat Scissorshead.

Level 6: The Blakwoods
Use your ring to shoot the bear eight times. If you have no ring, use your magic 'A' or keep hitting him when he lifts his sword.

Level 7: Binoo Lowland
Use stone, scissors to beat Paperhead.

Level 8: The Radaxian Castle
Walk quickly under the chains and go up the ladder. Go up the ladder at the top left, go out the exit at the top right, jump across to the exit at the top right for an extra life and come back out. Go out of the exit at the bottom right, hit the blocks and go down the ladder.

Hit the blocks at the right and go out the exit at the top right. Hit the blocks and go up the ladder at the top right to meet your brother. To release him, hit the fish and the water. Walk back down the ladder, hit the blocks and go back out the exit at the left.

Hit the blocks and go down the ladder at the bottom. Go out of the exit at the left and get on the fifth ladder to your left. Go to the top of the ladder, jump on top of the second ladder to your right, then onto the blocks and up the ladder. Get your scroll at the top and go back down the ladder.

Go down the long ladder at your left, go out of the exit at the bottom right. Run quickly across (jumping the skull in the middle), hit the blocks and go out of the exit at the right.

Go up the ladder at the top, use paper, paper to beat Stonehead. When his head comes for you, hit it three single times. When you hit him, it pauses for two seconds.

Level 9: The City of Radaxian
Buy a 'B' capsule in the shop for Red Castle. Use stone, stone to beat Scissorshead. When his head comes for you, hit it three times. When you hit it, it pauses, giving you a chance to move away.

Level 10: The kingdom of Nibana
Go into the shop and buy a Cane of Flight — you'll need it! Use stone, scissors to beat Paperhead. When his head comes off, run and jump across his body. Stand beside him and hit his head when it comes to his body. You have to hit him three times.

Red Castle
A castle appears on your map. Walk into the castle, walk across the floor, fall down, walk into the exit at your right. Go down the ladder at the bottom-right, go out of the exit on the left. Smash the blocks and go through the exit at the right, walk past the ladder to the exit.

Smash the blocks and go down the ladder. Go out of the exit at the bottom-right, run quickly across, smash the blocks and go out of the exit. Go out of the next exit on the right, up the ladder at the top right and out the exit at the left.

Go out of the next exit at the left, up the ladder at the top-left, out of the exit at the left, up the ladder at the top-left again, out the exit on the left and up the ladder at the top-left. Now quickly hit the fish at the left twice to make an opening at the right.

Run quickly across and go up the long ladder. Go out the exit at the top right. Fall down the gap between the wall and the chain coming down. Walk past the chain and block before it falls down. When you're at the left of the block and chain, hit the bottom block to make an opening. Fall twice to make an exit at the right. DO NOT WALK ACROSS THE BRIDGE!

Use your Cane of Flight to fly across the bridge to the ladder at the top-right. Go out of the exit at the top-right, hit the two blocks and put on magic capsule 'B'.

Walk through the fire and fall down the right-hand side. Smash the blocks and go down the left ladder. Go out of the exit at your right.

Use paper, paper to beat Janken the Great. When you beat him, walk across beside his body and when he shoots, jump and hit him in the head three times. Get the moonlight stone and walk up the ladder, save Princess Laura.

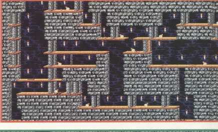
Level 11: Cragg Lake
When you find the room with five symbols on the ground, look at your stone slab and read left, downwards to the right. Walk across the symbols in that order. If you do the code wrong, a ghost possesses you.

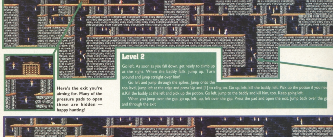
All this for a crap ending!

PRINCE OF PERSIA

Are you stuck in the dungeons of the huge Persian castle? Has that evil Jaffar got you well and truely banged up? Then you need a SEGA MASTER FORCE players' guide to Prince of Persia!

This game was one of the choices for a players' guide last issue and won the most votes, so here's our very own guide to the game, courtesy of Maxim Gready from Taunton. Well done, Max, this wins you £50! If you want to win this great prize — get tipping!





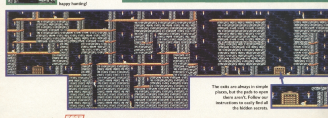
Here's the exit you're aiming for. Many of the pressure pads to open these are hidden — happy hunting!

Level 2

Go left. As soon as you fall down, get ready to climb up at the right. When the baddy falls, jump up. Turn around and jump straight over him!

Go left and jump through the spikes. Jump onto the top level, jump left at the edge and press Up and [1] to cling on. Go up, left, kill the baddy, left. Pick up the potion if you nee it.Kill the baddy at the left and pick up the potion. Go left, jump to the baddy and kill him, too. Keep going left.

When you jump over the gap, go up, left, up, left over the gap. Press the pad and open the exit. Jump back over the ga and through the exit



The exits are always in simple places, but the pads to open them aren't. Follow our instructions to easily find all the hidden secrets.

Guards can be used to your advantage. Make them walk over pressure pads and they open doors for you!

Level 1

At the start, keep walking right, over the falling blocks, then gently let yourself down the gap. Keep going left, jumping over the gaps.

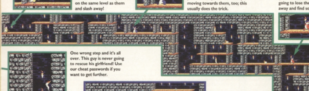
When you come to the room with two pressure pads and some falling blocks in the middle, the first one opens the door and the other closes it. Either jump over the second one or let yourself down the gap and press Up and [1] to hold on to the ledge. Then go left.

To get to the sword from below, pull the blocks down. Pick up the sword then go back. Kill the baddy by pressing button [1] very quickly. Step on the pressure pad and go out of the exit.

Guards are always on the look out for an intruder. Get your sword out as soon as you're on the same level as them and slash away!

Using button [2] to block and button [1] to lunge at the guard, you can easily kill them. Keep moving towards them, too; this usually does the trick.

The further you go into the game the tougher the guards get. If it looks like you're going to lose the fight — run away and find some potions.



One wrong step and it's all over. This guy is never going to rescue his girlfriend! Use our cheat passwords if you want to get further.

Before making jumps always check that it's safe on the other side.

Level 3

Go right to get the two potions, if you need them to replenish your energy, but be careful with the jumps as it's a long way down. You must go left at the bottom of the level — you can't jump far enough at the top.

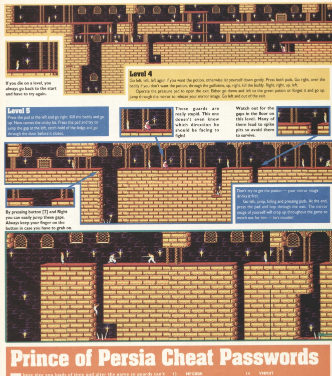
Go left, up, left past the pile of bones that used to be a guard, left, down to the pressure pad to open the exit. Go back and knock the skeleton off the edge, you can't win a skeleton guard in a fight bexause they're already dead!

Go down and knock it down the gap again. Jump over the gap and through the exit.

Always watch where you're treading when running and jumping about the game. Look out for tiny holes in the floor — they could hold spikes!

Passwords

1	AAAAAA	8	JHGHCP
2	CGJEBG	9	MJEJEW
3	GJKIEV	10	KHEFBL
4	GIHHDP	11	OIJJEC
5	LNHMHI	12	KFHGZZ
6	HHKHCR	13	UOOPID
7	LKMKFG	14	RKJLEJ



If you die on a level, you always go back to the start and have to try again.

Level 4

Go left, left, left again if you want the potion, otherwise let yourself down gently. Press both pads. Go right, over the baddy if you don't want the potion, through the guillotine, up, right, kill the baddy. Right, right, up, left.

Operate the pressure pad to open the exit. Either go down and left to the green potion or forget it and go up. Jump through the mirror to release your mirror image. Go left and out of the exit.

Level 5

Press the pad at the left and go right. Kill the baddy and go up. Now comes the tricky bit. Press the pad and try to jump the gap at the left, catch hold of the ledge and go through the door before it closes.

These guards are really stupid. This one doesn't even know which direction he should be facing to fight!

Watch out for the gaps in the floor on this level. Many of them lead to spike pits so avoid them to survive.

By pressing button [2] and Right you can easily jump these gaps. Always keep your finger on the button in case you have to grab on.

Don't try to get the potion — your mirror image drinks it first.

Go left, jump, killing and pressing pads. At the end, press the pad and hop through the exit. The mirror image of yourself will crop up throughout the game so watch out for him — he's trouble!

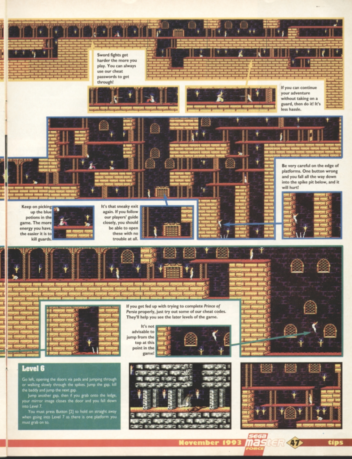
Prince of Persia Cheat Passwords

These give you loads of time and alter the game so guards can't hurt you. To activate them, you must fall down two storeys; they're deactivated if you drink a potion. Before you activate it you can't use a sword or fall one storey. To get down one storey, press Down and [1], hold on for ages then let go of button [1].

9	OMGGGC
10	RNQIIU
11	SNIIIN
12	RKNGGK
13	NFGBBK
14	VMMIIT

• To pick up a potion, face it and press Down really quickly. You hop along the ground to it.

• If you swop around the second two letters of your password, it swaps around the numbers of the time left —eg, KEHFBL = Level 10, 36 minutes left, but KHEFBL = Level 10, 63 minutes left. However, you can't get more than 65 minutes — 29 becomes 2, not 92!



Sword fights get harder the more you play. You can always use our cheat passwords to get through!

If you can continue your adventure without taking on a guard, then do it! It's less hassle.

Be very careful on the edge of platforms. One button wrong and you fall all the way down into the spike pit below, and it will hurt!

Keep on picking up the blue potions in the game. The more energy you have, the easier it is to kill guards.

It's that sneaky exit again. If you follow our players' guide closely, you should be able to open these with no trouble at all.

If you get fed up with trying to complete *Prince of Persia* properly, just try out some of our cheat codes. They'll help you see the later levels of the game.

It's not advisable to jump from the top at this point in the game!

Level 6

Go left, opening the doors via pads and jumping through or walking slowly through the spikes. Jump the gap, kill the baddy and jump the next gap.

Jump another gap, then if you grab onto the ledge, your mirror image closes the door and you fall down into Level 7.

You must press Button [2] to hold on straight away when going into Level 7 as there is one platform you must grab on to.

Tip Teasers

Time for another installment of the SEGA MASTER FORCE A-Z of tips. Last issue we brought you A to K and now it's L to Z. We've squeezed our tips sponge dry now so if you have any tips then send them in!

LAND OF ILLUSION

Don't go through the first door of the first level, instead jump on the snake and hold Right/Down. You should go through the top of the wall to the end of the first level.

MASTER OF DARKNESS

For a level-select follow these steps:

1. Turn power on! 2. Push any button to skip the intro sequence. 3. Push and hold Up. 4. Push both buttons.

If this is followed correctly, a multiple select screen appears.

Adam King, Pershore

MY HERO

At the beach where you battle the Mohican, stay in the position you appear and fight him from there. If you win you should get two lives on the next level instead of one.

Jody Paterson, Dulwerton

NINJA

Level 1, Scroll 1: Simple. After killing one of the ninjas, your first green scroll appears.

Level 4, Scroll 2: As you head toward the base, you find two lion statues. Fire at the left-hand statue five times. The scroll appears!

Level 6, Scroll 3: After passing the first group of houses, you reach a river with two bridges. Go over either of these and stand in front of the tree at the top of the section. Another scroll appears.

Level 8, Scroll 4: Go through the first gate on the right-hand side and head up. You come to a tree at the top right-hand side. Stand in front and the next scroll appears.

Level 9, Scroll 5: Go to the top right-hand corner and wait. There's the last scroll!

On the final level, keep going forwards. If you go backwards then forwards again, the bad guys you just killed are reborn.

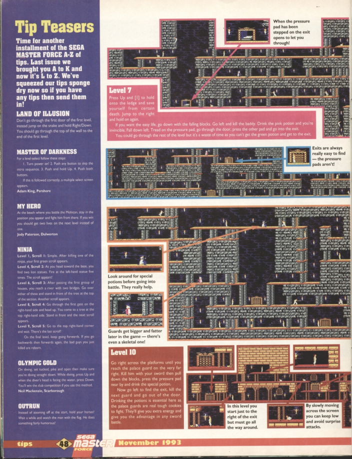
OLYMPIC GOLD

On diving, set tucked, pike and open then make sure you're diving straight down. While diving, press Up and when the diver's head is facing the water, press Down. You'll win the club competition if you use this method.

Neil Mackenzie, Scarborough

OUTRUN

Instead of zooming off at the start, hold your horses! Wait a while and watch the man with the flag. He does something fairly humorous!



When the pressure pad has been stepped on the exit opens to let you through!

Level 7

Press Up and [1] to hold onto the ledge and save yourself from certain death. Jump to the right and hold on again.

If you want the easy life, go down with the falling blocks. Go left and kill the baddy. Drink the pink potion and you're invincible. Fall down left. Tread on the pressure pad, go through the door, press the other pad and go into the exit.

You could go through the rest of the level but it's a waste of time as you can't get the green potion and get to the exit.

Exits are always really easy to find — the pressure pads aren't!

Look around for special potions before going into battle. They help.

Guards get bigger and fatter later in the game — there's even a skeletal one!

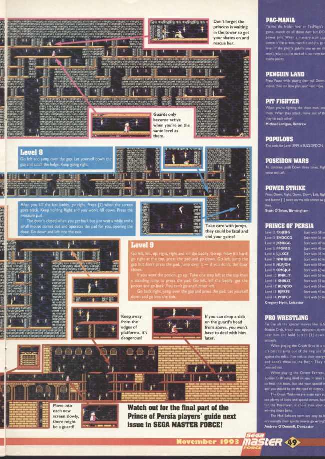
Level 10

Go right across the platforms until you reach the palace guard on the very far right. Kill him with your sword then pull down the blocks, press the pressure pad near by and drink the special potion.

Now go left to find the exit, kill the next guard and go out of the door. Drinking the potions is essential here as the palace guards are real tough cookies to fight. They'll give you extra energy and give you the advantage in any sword battle.

In this level you start just to the right of the exit but must go all the way around.

By slowly moving across the screen you can keep low and avoid surprise attacks.



Don't forget the princess is waiting in the tower so get your skates on and rescue her.

Guards only become active when you're on the same level as them.

Level 8

Go left and jump over the gap. Let yourself down the gap and catch the ledge. Keep going right.

After you kill the last baddy, go right. Press [2] when the screen goes black. Keep holding Right and you won't fall down. Press the pressure pad.

The door's closed when you get back but just wait a while and a small mouse comes out and operates the pad for you, opening the door. Go down and left into the exit.

Take care with jumps, they could be fatal and end your game!

Level 9

Go left, left, up, right, right and kill the baddy. Go up. Now it's hard: go right at the top, press the pad and go down. Go left, jump the gap but don't press the pad, jump over it — if you don't, the door closes.

If you want the potion, go up. Take one step left at the top then a standing jump to press the pad. Go left, kill the baddy, get the potion and go back. You can't go any further left.

Go back right, jump over the gap and press the pad. Let yourself down and go into the exit.

Keep away from the edges of platforms, it's dangerous!

If you can drop a slab on the guard's head from above, you won't have to deal with him later.

Move into each new screen slowly, there might be a guard!

Watch out for the final part of the Prince of Persia players' guide next issue in SEGA MASTER FORCE!

PAC-MANIA

To find the hidden level on TecMagik's spiffing little game, munch on all those dots but DON'T eat the power pills. When a mystery icon appears at the centre of the screen, munch it and you go to the bonus level. If the ghosts gobble you up on this level you won't return to the start of it, so make sure you amass loadsa points.

PENGUIN LAND

Press Pause while playing then pull Down. The screen moves. You can now plan your next move.

PIT FIGHTER

When you're fighting the chain men, stand between them. When they attack, move out of their way and they hit each other!

Michael Lanigan, Renfrew

POPULOUS

The code for Level 3999 is SUZLOPDON.

POSEIDON WARS

To continue, push Down three times, Right twice, Up twice and Left.

POWER STRIKE

Press Down, Right, Down, Down, Left, Right, Up, Right and button [1] twice on the title screen to get ten extra lives.

Scott O'Brien, Birmingham

PRINCE OF PERSIA

Level 2: **CGJEBG**	Start with 58 mins
Level 3: **EHDGCG**	Start with 51 mins
Level 4: **JKNKGG**	Start with 47 mins
Level 5: **FFGFBG**	Start with 45 mins
Level 6: **LJLKGF**	Start with 35 mins
Level 7: **NNHKHI**	Start with 60 mins
Level 8: **NLPJGM**	Start with 59 mins
Level 9: **OMGJGF**	Start with 60 mins
Level 10: **RNRLIY**	Start with 59 mins
Level 11: **SNRLIZ**	Start with 59 mins
Level 12: **RLNJGO**	Start with 57 mins
Level 13: **RJFKFE**	Start with 40 mins
Level 14: **PHIFCV**	Start with 50 mins

Gregory Hyde, Leicester

PRO WRESTLING

To use all the special moves like G.S Hold and Boston Crab, knock your opponent down then stand near him and hold button [1] down for three seconds.

When playing the Crush Bros in a tournament, it's best to jump out of the ring and throw them against the sides, then reduce their energy to nothing and knock them to the floor. They should get counted out.

When playing the Orient Express, avoid the Boston Crab being used on you. It takes a lot of time to beat this team, but use your special moves a lot and you should be on the road to victory.

The Great Maskmen are quite easy at times. Just use plenty of kicks and special moves, but watch out for the Piledriver, it could ruin your chances of winning those belts.

The Mad Soldiers team are easy to beat — and occasionally their special moves go wrong!

Andrew O'Donnell, Doncaster

STAR WA

PLAYERS' GUIDE

It's time to use the Force. The SEGA MASTER FORCE, that is, with this cool players' guide to this great US Gold game. There are many hidden levels and bits and pieces to discover but use this guide and you'll complete Star Wars with about 90% on the clock. The rest is up to you — let us know if you find anything more!

Sandcrawler

At the end of this stage you add R2-D2 to your team. Blast the Jawas quickly and watch out for the steel presses.

Jump across gaps carefully, as missing the other side means you have to go around again. Beware of conveyor belts — many speed you into spikes.

The blue globes you come across are energy power-ups. Walking into one restores energy to full.

R2-D2 is in the top right-hand corner of the stage.

Now head down in the landspeeder, dodging sandpeople and laser cannons as you go. Head into the bottom-left cave.

Shield Cave 1

Dodge rolling boulders and acid drops. Jump from the very edge of cliffs, otherwise you'll fall into the chasm below and hit the spikes.

Leave the shield on the far right of the stage, you need to collect it after you've been down and killed the many creatures waiting for you.

At the bottom of the stage, head left to collect two shields for the Millenium Falcon. Now head right to the exit.

Head right in the landspeeder to find the next cave.

Shield Cave 2

Shoot the sandpeople from a distance. Follow the stepping stones and pathway through the cave.

There's a shield at the bottom-left of the stage. Move right for another Millenium Falcon shield then exit left.

Scout around in the landspeeder, looking for the next cave.

Obi-Wan Kenobi Cave

This cave's in the middle of the landspeeder level. Watch out for giant fleas. Jump across four rock outcrops at the bottom to meet Ben Kenobi, who gives you a light sabre for use later in the game.

After meeting Ben, you can regenerate dead team-mates by simply clicking on Ben's icon on the pause screen. He says, 'The Force is very powerful' — and they're back!

Shield Cave 3

This cave's on the right of the land speeder stage, near Mos Eisley space port. You need to visit all the shield-bearing caves to store up shields for the big asteroid trip.

The light sabre is a good weapon to use here as it slices through almost any enemy. The shield's hidden away on the left, halfway down the stage.

Now go to the Mos Eisley at the bottom-right of the landspeeder stage.

Mos Eisley

Head right, killing Stormtroopers and Jawas as you go. Enter the cantina — you can tell where it is because it says 'CANTINA' above the door!

Inside, kill all the aliens and Stormtroopers you come across, except the blue creatures. These can't be killed so jump over them and avoid being hit.

Han Solo's waiting at the far right of this level. He joins your merry band of men and robots; you can change to Han by pressing pause and selecting him. He has a more powerful blaster than Luke Skywalker.

Go out of the cantina and right to find docking bay 94. Watch

QUARTET

Increase you ammo by pressing Pause 14 times. You'll now have bigger bullets!

Darron Bantten, Cardigan

RAINBOW ISLANDS

Turn on your Master System with the cartridge plugged in (no, really?) and plug a joypad into port one. Now follow these steps: Left, button [2], Right, Up, Down, Left, Right and button [2]. You should have a level-select and can get to the mysterious eighth level. To play any level, just repeat the above steps.

M Stevens, Camberwell

RAMPAGE

For infinite lives, wiggle the direction pad clockwise and press button [1] and button [2] together.

REGGIE JACKSON'S BASEBALL

Do full-pelt pitches with spin to your right (okay?).

RESCUE MISSION

If you shoot the track, the people on or near it die (luv'ly).

ROCKY

If you're sick of training before bouts, press Up, Down, Left, Right and button [2] before and after a fight. This should take you straight to the next round.

Aled Jones, Amlwch

R-TYPE

For extra continues on the countdown screen, rotate the pad very quickly. This can be done twice.

For invincibility, turn your system off and plug in both controllers. Push Down/Right and button [1] on controller one and Up/Left on controller two. Keep them held down and turn the system on. Release the pads when the demo screen appears.

SCRAMBLE SPIRITS

On the aircraft carrier section, grab a friend and go on each side. Shoot continuously to get 100%.

SHADOW OF THE BEAST

Drop a coin down the well for an extra life.

Aled Jones, Amlwch

SHINOBI

For a level-select option, wait until the ninja comes on then press Down, Down, Left, Right, Right, Up, Up and Start (button [1]).

SPACE HARRIER

When you lose all your lives, press the control pad diagonal Down-Left for an extra continue. Don't forget the buttons.

SUPER KICK OFF

If you're bored with English team names, choose a different language on the title screen. Select Italy, for instance, and you'll be able to play against teams like Milan!

ARS

out for jet-packing Shocktroopers — they drop bombs as they swoop from above.

To get into bay 94, go as far right as possible then jump on the crates and do a running jump to the left. To perform a running jump, hold down button [1] and run left, then jump at the right moment. Go through the door.

Docking Bay 94

Blast the Stormtroopers then head right and up, watching out for lasers along the way. Now go right, up, left, get the shield then up.

A Millenium Falcon shield is in the top-left corner of the stage; another's halfway down on the right-hand side, guarded by two laser cannons. When you've collected them, go to the bottom level and head left into the Falcon.

Asteroid Field

It's time to fly through the astro-rubble left behind by the destruction of Alderaan. If you've collected all the shields, you'll have a good enough stock to make it through.

Fly around and dodge the asteroids using the direction pad — the buttons don't do anything here. Eventually you make it to the Death Star, hopefully in one piece!

Hangar Bay

Head right, blasting Stormtroopers. Go up and past the 'troopers armed with laser cannons. These can't be killed so keep out of their way.

Keep heading up — there's an exit at the very top.

Death Star Corridor

There are lots of lifts here. Head right and go through the square black door, into a computer centre.

Run to the right and R2-D2 plugs himself into the computer console then tells you Princess Leia is scheduled to be terminated. Go back into the corridor.

Now when you select R2-D2 on the pause screen, he displays a map of the corridors and lifts to help you reach the last exit. On the map, pink blocks are exits and blue ones are the turbo lifts linking corridors.

Use the lifts to move up and down and avoid the big hole in the middle of the stage. There's no way out of this except death!

There are extra lives and shields dotted about. Lives regenerate if you die!



Tractor Beam Generator

There are two lasers at the top of this stage and a ladder on either side. The generator only takes a couple of hits but it's tricky to get a shot in without being blasted yourself.

Use the right-hand ladder. Jump up onto it then off again, facing left and blasting away as you fall. Repeat this a couple of times to finish off the generator.

Now it's back to the turbo-lifts and time to rescue Princess Leia, who's behind one of the heavy blue doors to the right of the level. Travel down and as far left as possible, trying all the doors as you go. The exit's in the bottom-right.

Escaping the Death Star

Dodge the aliens' fire. Run in the direction of the conveyor belts to speed up enough then jump to reach the anti-gravs and ladders. This is tricky to master so keep practicing.

Dodge the power droids and steel presses again. If you fall down one of the gaps between the presses, you're a goner, as there are spikes and no way to get out! The exit's at the top-left.

Inside the Trash Compactor

Go to the pause screen and select Luke Skywalker and the light sabre. On this level, green slime rises and among it is the Dianoga — one touch from this monster and you're dead.

The best bet is to go up to the top-left platform, crouch and keep swinging the sabre. It only takes one hit to polish off the Dianoga.

Millenium Falcon

Here you sit in one of the Falcon's gun ports and shoot at TIE fighters and their green laser blasts. There aren't any tips for this section except just keep pressing the fire button!

X-Wing

More TIE fighters to destroy then the action switches to a vertically-scrolling shoot-'em-up. This is really tricky, as a single touch from the side of the trench means it's all over.

Fire constantly and swerve left and right to avoid hitting the sides. Eventually you reach the thermal exhaust port; blast this and the Death Star is no more. Luke and the Rebels can relax... until *The Empire Strikes Back!*

If you've clocked up 90%+ you're rewarded with an end sequence. If you haven't — back to the beginning for you!

Here are a few ways to score:

1. An easy way to score is to run up the centre of the pitch and chip just before the penalty area.

2. From the kick off, run to the edge of the circle and chip just before the opposing player tries to tackle you. Keep running and hold down button [1] to head it on. Keep running and holding button [1]. The ball should be headed over the keeper and into the net.

3. Try to get the player running with the ball parallel to the goal just outside the six-yard box. The keeper should be drawn out and all you have to do is square the ball back into the goal.

4. Run down the side of the pitch then diagonally into the goal area. When you're on the edge, shoot and curl it in or out, depending on how far you are from the goal line. It should, after practice, go in the net.

Free kicks: The best way is to aim for one of the corners and hold both buttons down. It may or may not go in.

Corners: Either aim for the centre and get a header or aim for a corner that goes high and try to run in and head it home.

If there's a strong wind going into the goal you're aiming at, try the corner kick that goes high but close to the goal. The wind occasionally blows it in!

Aled Jones, Amlwch & Adam King, Pershore

SUPER TENNIS

As soon as you've served, run up to the net and smash the ball for a point.

The best selection for Level 5 is: Speed-B, Control-C and Player-A.

TEDDY BOY

To eliminate the eyeball bug, just press both buttons at the same time.

For a level-select, press Up, Down, Left, Right. An options screen should appear. If it doesn't, keep trying! Now press Up once, Down nine times and button [1]. Move Left and Right to choose Levels 1 to 50.

THE TERMINATOR

Go to the main screen and hold down button [2] then press button [1]. While the screen's black, press Left, Left, Up, Up, Right, Right, Down and Down. Press Left or Right to select the level you want to play.

Craig Hunter, Galashiels

TRANSBOT

Fiddle with your control pads until the secret command screen comes up, then choose 'no' when asked a question. You're now invincible and finding weapons is easier.

VIGILANTE

For a level-select, press Up, Left and button [1] with button [2] on the title screen.

Jody Paterson, Dulwerton

WIMBLEDON TENNIS

On practice mode, enter IKM JKI POC to give yourself maximum speed, power and skill.

Here are the tour mode passwords:

OFH BFO ECG: Lost American Final (1st year)
KKO KHV BPC: Won America (1st year)
OQP GCR AFO: Won Australia (1st year)
RRV LHS IMK: Won French (1st year)
IKJ SER OPO: Won Wimbledon (1st year)
JKM KLU RNK: Won America (2nd year)
GGK HOQ WKK: Won Australia (2nd year)

HKE MPO WME: Won French (2nd year)
JIG QQP JKI: Won Wimbledon (2nd year).
Craig Hunter, Galashiels & Adam King, Pershore

WONDERBOY

To get a level-select, press button [1] twice, button [2] twice, then both of them at once.

Jody Paterson, Dulwerton

WONDERBOY 2

Plug a control pad into port two. Start the game and press button [1] on pad two to bring up a status display. Do this 45 times, for example, and you get 45 coins.

WONDERBOY 3

Type in WEST ONE 0000000 for infinite lives (try it with spaces then without them). Enter the door below the shop and destroy the block. A question mark appears. Get it and jump through the door.

An orange disk appears — keep jumping on it until you change into Hawkman. Exit the room then select Crystal, Sword, Heavenly Shield and Hades Armour (in that order) and you should have infinite hearts.

WORLD GRAND PRIX

Try not to turn in first gear. If you do, you always slow down.

WORLD SOCCER

Pass the ball three or four times from kick off. Make a run and you only need to beat the goalie.

ZILLION & ZILLION 2

If you get killed, press button [1], button [2] and Up and you can continue the game.
Craig Hunter, Galashiels

Well, those are all the small tips we could find for now, we've scraped the bottom of the barrel to bring you this A-Z. If you know of any more that we didn't include then send them in to: Beat the System, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. The one who sends in the most useable small tips will get a snazzy T-shirt with our beloved magazine emblazoned all over it. You lucky people!

ACTION REPLAY RAVERS!

That marvellous device from the guys and gals at Datel Electronics now has its own section in Beat The System. Keep sending in any new codes you may stumble across. There are loads of T-shirts up for grabs for the best we receive.

ACTION REPLAY RAVERS

Here's the latest batch of codes from those nice guys and gals at Datel Electronics.

AFTERBURNER

00C0 1802 Infinite lives

ASTERIX

00C0 A295 Infinite time

DONALD DUCK AND THE LUCKY DIME CAPER

00C0 6903 Infinite lives

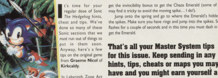
FIRE AND FORGET II

00CE 7F05 Infinite lives
00CD 5724 Infinite flying
00CD 561F Infinite fuel
00CD 5E0D Infinite rockets

MONACO GRAND PRIX II

00C5 2981 Can't crash
00C5 17A3 First place every time

SONIC THE HEDGEHOG



It's time for your regular dose of *Sonic The Hedgehog* hints, cheat and tips. We've done so many of these Sonic sections that we must run out of things to put in them soon. Anyway, here's a few tips on the original game from **Graeme Nicol** of **Kirkcaldy**.

In Labyrinth Zone Act 2, you don't need to get the invincibility bonus to get the Chaos Emerald (some of you may find it tricky to avoid the moving spike… I do!).

Jump onto the spring and go to where the Emerald's hidden in the spikes. Make sure you have rings and jump into the spikes. Sonic flashes for a couple of seconds and in this time you must dash in and get the Emerald.

That's all your Master System tips for this issue. Keep sending in any hints, tips, cheats or maps you may have and you might earn yourself a SEGA MASTER FORCE T-shirt!

Game freak guides!

Here's your chance to get exactly what you want out of Beat The System. This month we've given *Prince of Persia* and *Star Wars* the players' guide treatment, with solutions and maps, but what game would you like us to have a stab at?
There are three choices below for you to tick or you can suggest another game. Just cut out this coupon (or photocopy it) and send it in to us at: GAME FREAK GUIDES, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. If we use your choice of players' guide we'll put your name in a hat and one lucky game freak will win a mystery prize!





❒ Sonic Chaos ❒ Fantastic Dizzy ❒ Chuck Rock II

Or……………………………………………………………………

Name:……………………………………………………………………

Address:……………………………………………………………………

……………………………………………………………………

……………………………………………………………………

……………………………………Postcode ……………………………………



GAME GEAR ALLEY

Fret not, all Game Gear owners out there. We know you've been missing your regular...

GG ALESTE

On the title screen, press buttons [1], [2] and Start together for a sound test mode.

AX BATTLER

Here are all the codes for all the levels of this 'RPGtastic' game:
Firewood Town FDCB JBEJ PBOO MDKI
Turtle Village AHNN ANAB IOCN OAJN
Sand Marrow IMME KEJE ALKD PNOF
Holm Stock LIAM OBEG MAKK AKMG
Brockhill AFPL JLNJ OMEM PJGK
North Valley LGEC CLBP BIOP NICD

CASTLE OF ILLUSION

JACK IN THE BOX (Toyland): To defeat this guardian, keep to the right-hand side. When it lands, attack it with your bounces and run left and right to avoid acid drops. Repeat this and he dies after about four hits.

TREE/CYCLONE (Enchanted Forest): Dodge him until he stops in a corner then bounce-attack him just before he throws out his leaves. He takes four hits to drop.

CHOCOLATE BLOCK (Desert Factory): To dust this guardian, wait till he punches the wall and dodge the falling blocks. Pick up the one which doesn't disappear. Wait till he reforms and just as his fist hits the wall, throw the block at him and pick up the next block. He takes four hits.

LIBRARY BOOK (Library): To kill the infamous book, jump on his letters using your bounce attack, then onto his head. He takes five hits to kill.

CLOCK (Clock Tower): To oust this tough mutha, jump over the cogs on the floor but don't attack them. When the floating face stops, get into a combat position and when it flies towards you, jump and bounce-attack on his top. He takes five hits.

DRAGON (The Castle): Run under him and pick up the barrel. When the beast fires down, jump on the platform and throw the barrel at his head. If the screen flashes, you've hit him. This bad guy takes six hits to kill — and then you face Mizerabel!

CHASE HQ

In Round 2, bash into the oil barrel on the side of the track and you get an extra continue.

CHUCK ROCK

Here are level codes for the whole game:
Level 2 7GO9M
Level 3 NN6E3
Level 4 84AKC

FACTORY PANIC

Prepare to receive the codes for the first 20 levels of this great puzzler — you'll have to find out the rest yourself!

1. TSMDCV	**2.** TTNDCV
3. TVPDCV	**4.** TZTDCV
5. THBDCV	**6.** THBEDW
7. THBGFY	**8.** THBKJC
9. THBSRK	**10.** THCSSL
11. THESUN	**12.** MQANCZG
13. MSCNCZG	**14.** MWGNCZG
15. MEONCZG	**16.** MEOODAH
17. MEOVJGN	**18.** MEOCROV
19. MEPCSPW	**20.** MERCURY

GEORGE FOREMAN'S BOXING

While the 'Speed Select' screen is displayed, hold down button [2] and press the D-pad Left, Right, Left and:
Up — nine super punches
Down — recover hit points to maximum value
Left — end the round, winning 10 to 8 on points
Right — win the stage by a knockout
NOTE: You can use the last cheat to make your way to the end of the game and see the credits without landing a single blow!

LEMMINGS

The code for the last level on Mayhem is WMZTHPFE. Conquer this and you can see the end credits.

THE LUCKY DIME CAPER

On the continue screen, press Down and button [1] simultaneously. You should start on the same level with infinite lives.

MONSTER WORLD II

Enter the password MODE FOR 0000 000. Now start the game and you can play as Lizard Man.

NINJA GAIDEN

Here are all the level codes for the Japanese version of this great oriental beat-'em-up.
Level 2 NINJA
Level 3 GIDEN
Level 4 DRGON
Level 5 SOWRD

PENGO

Hold down buttons [1], [2] and Up as you switch on. Now press Start twice for a mode select screen. You can alter the number of lives and starting level.

PRINCE OF PERSIA

There's a big players' guide on the Master System game this issue so why not a few codes for the Game Gear, too?

2. GLFIFT	3. GKEHEP
4. KMGJGA	5. GICFCH
6. LMGJGC	7. NNHKHI
8. POILIO	9. OMGJGF
10. RNRLIY	11. SNRLIZ
12. RLNJGO	13. PIKGDA
14. QIGGDX	

PSYCHIC WORLD

Hold down Left, Up and buttons [1] and [2] during the title screen, then push Start to receive a level-select and sound test.

PUTT 'N' PUTTER GOLF

Hold down button [2] and press Start for a configuration mode.

Here are all the level codes:

Hole	Level	Password
3	Beginner	SANAT
7	Beginner	DKGKL
10	Beginner	OATBK
13	Beginner	BKMLD
16	Beginner	LKPKO
1	Master	PUTT
4	Master	WBNAU
7	Master	KBQAT
10	Master	PLJKF
13	Master	FLMKF
16	Master	MBZAL

SHINOBI

For a level-select, press Down and button [2] when the complete ninja face is shown on the title screen.

SHINOBI 2

Here are cheat codes for this hot game:
One ninja **EOB4B**
Two ninjas **EO222**
Three ninjas **70636**
Four ninjas **F0474**
Five ninjas **704F4**
Five ninjas and one crystal **11817**
Five ninjas and two crystals **F5958**

SONIC 2

For a level-select, hold down buttons [1], [2] and Start when Tails runs on to the screen then, still holding them, hold the D-pad Down and Left as well until a chime sounds.

SPACE HARRIER

To alter the mode of play, press Down and button [1] and switch on the console. This takes you to Hard mode. To access Easy mode, hold down button [2] and switch on.
Stage 2 EAGF
Stage 3 CHFA
Stage 5 DGBC
Stage 6 HBGA
Stage 7 FBHE
Stage 9 BFCM
Stage 10 HGDA
Stage 11 AGEC

SPIDER-MAN

In Electro's key room, fall down the left-hand side and near the electrocuters you'll see a Game Gear! Pick it up and when you go back to Peter's room, press button [2] to go into a Pac-man game!

STREETS OF RAGE

Go to the sound test, pick sound 11 and hold down buttons [1] and [2] to receive a level-select and invulnerability mode.

SUPER MONACO GP 2

To see the end screens, enter CHAMPION on the password input screen.

...Game Gear Alley cheats section, so from this issue it returns to the page with a pile of stuff from Jonathan Foot of Glasgow.



Is it my imagination, or are the nights drawing in? I'm sorry, but did we have a summer? Did I miss out on the sunshine, the ice cream, the T-shirt and shorts brigade, and the larking around in the paddling pool? Maybe life's passing me by too quickly...

GUTTER GOSSIP

...I'm getting old, that's my problem. Two years working down in Ludlow has taken its toll on mind and body.

What is it they say about country air — does you good? Piffle! All I can smell when I crawl to work in the morning is cheesy underpants and sweaty socks. Whatever do those farmers sprinkle on their crops? It's unhealthy, that's what it is!

Much prefer the smog and the toxic fumes of the city. At least you can get a McDonald's!

Well, here we are, another glut of letters. Can't get enough of 'em, me. Do you know, we recycle all these bits of A4 paper you send and use the raw material to print my column on. We like to do our bit for the environment — unlike those farmers. It's pollution, that's what it is!

Anyway, let's get down to it. If there's something you want to get off your chest (like that nasty yellow tank-top Auntie Eileen bought you last Christmas) or maybe you'd like to comment on a letter you've read in MASTER FORCE, drop me a line. If I can read your scrawl, there's every chance I'll print your witterings here.

Oh, and if you've a talent for drawing and can crayon inside the lines better than Picasso, Nick and the lads'll pick out some yummy pictures and stick 'em on the wall.

The address to send your literary or arty-farty masterpieces to is: GUTTER SNIPE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Hey, hang on! The sun's coming out. Forget the letters — I'm off for a swim...

I've got my reservations

Dear Gutter Snipe

Full marks for this totally bodacious magazine. It's just what I've been looking for. Thanks to your magazine, I now know which games to buy.

I've had a Master System for two years. I'm pleased to see the pile of good games coming out at the moment.

Could you answer this question: will *Street Fighter II* ever come out on the Master System?

Carl Denton, Wirral, Merseyside

PS I'm putting in the order form to reserve a copy of SEGA MASTER FORCE at my local newsagents.

■ **Here's a man with brains. Why bother trudging to your newsagents and suffering the torment of acid rain when you can fill in the 'reserve me a copy' form, sit back and wait?**

Unfortunately, I did the same with *Reader's Digest*. Can't get to the bogatory now for road atlases and encyclopaedias.

***Street Fighter II* won't be coming out for the Master System. If anyone at Sega knows different, please let me know.**

'Hello? Hello? Is that Andrew Wright, top PR bod at Sega? Hello? D'oh! I hate answering machines...'

Tinkering with the devil

Right! Send me a Mega-CD or Commodore CDTV and 900 games. If you don't, I'll put a ghost in the envelope of the next letter I send.

May the offices of SEGA MASTER FORCE go up in flames. Ha! Ha! Ha!

Don't forget what I said, Stutter Gripe.

Simon 'The Demon' York, Hemel Hempstead

PS Oh! When will *The Fantastic Adventures of Dizzy* come out on the Master System?

■ ***Fantastic Dizzy* (Codemasters shortened the title) will be out in October.**

What? I'm sorry, did someone say the Devil himself was out in the car park? Eh? He wants a Mega-CD? Tell him to come back on Thursday. But don't tell him *which* Thursday!

Passing the buck...

Dear Gutter Snipe

I've read every issue of SEGA MASTER FORCE and I was compelled to write. This is my first letter to a magazine.

May I congratulate you on your coverage of Master System games. I'm probably not the first to do so, but I'm definitely a satisfied buyer.

Do you have any tips or cheats for *Spider-Man*. Also, is there any chance of you lowering the price of games, or at least talking to someone about the subject?

The price of the magazine is incredibly reasonable. Can you publish a reader survey every month?

Jason Briggs, Thatcham, Berkshire

Acclaimed game

STAR LETTER

Dear Gutter Snipe

Well, it was to be expected. The tabloids didn't waste much time. They don't seem to realise that all this coverage they're giving *Mortal Kombat* is only going to boost sales for **Acclaim**.

What's wrong with a bit of gore? It's about time something controversial appeared on the Master System. What have we had so far: that namby-pamby **Alex Kidd** geezer and the odd **Disney** character.

When it comes to beat-'em-ups, MS versions of good Mega Drive games are crap. Take the tacky *Pit Fighter* and *Streets of Rage*. Master System *Mortal Kombat* is going to sell by the bucketload, and so it should.

People are making mountains out of mole hills. One minute we're told console games are bad for us, the next scientists tell us that if you put a game in front of a youngster, they can tell whether that kid's a slow learner.

What the hell's going on? Why don't these so-called experts just keep their mouths shut and let us guys and gals get on with our gamesplaying?

Tony Dutton, St Ives, Cornwall

■ **Well said, mate. Things do get a bit out of hand when the tabloids become involved. Look at the malarky over *Night Trap*.**

***Mortal Kombat*'s been in the arcades for quite a while now and it's only because the game has become readily available that the proverbial pooh-pooh has hit the fan.**

You're right, Acclaim are probably grinning all the way to the bank 'cos *MK* only needs to be mentioned just once in a newspaper article and, there you go, people who didn't know about it suddenly do. They know what it's called, they know it's available and they know they can rush out and buy it. Excellent advertising and Acclaim haven't had to do a darn thing to get it!

Anyway, Tony, you've raised a good point. I've stashed the loot, I'll send it to you soon.

■ **Well, Jase, we've just made you a star! What does it feel like? You'll be having Bobby Davro popping round for Sunday lunch and Princess Anne scrambling for your autograph!**

I'm not the guy to talk to about tips. I get quite a few requests for help but they go unanswered 'cos this is the wrong department. If you need help with a game, write to 'Beat The System' at the same address and the bods there will lend a hand.

Us yobbos at SEGA MASTER FORCE don't decide the price of games, the big-wigs at Sega do. If enough people complain, they may just drop prices. Sega's address is: Sega Europe, 247 Cromwell Road, London SW5 9GA. Drop 'em a line.

We haven't done a reader survey just yet 'cos we like readers to get used to the mag. After a few issues, you'll know for definite which bits of SEGA MASTER FORCE you like and which bits you loathe. We'll conduct a survey some time in the future.

Longer-lasting flavour

Dear Gut-type thingy

Firstly, a little(ish) moan. Why oh why haven't you printed the MS *Terminator* maps I sent you? I demand an explanation!

I think your mag's even better now it's split. Please answer my questions:

1. About *Sonic 3*… sorry, I couldn't resist it!
2. Why haven't you printed the death code for *Mortal Kombat*?
3. How much longer will the Master System last?
4. When's *Sonic 4* coming out? (Ha! Ha!)

Nick Welford, Herefordshire

■ **Lucky you were only joking about Sonic, Nick, I'd have clipped you round the ear'ole with the coalman's braces.**

Listen, just be satisfied we've printed your letter — we can't publish everyone's maps, there just isn't the room.

We couldn't print the death code for MS *Mortal Kombat* — Acclaim would've smacked our bottoms. You'll find the code in our tips section when we're allowed to print it.

The Master System will last as long as software houses support it. It's here for a good while yet 'cos the lads have seen various release schedules for the companies who produce 8-bit software and they include MS games way into 1994. US Gold, TecMagik, Domark and the rest know there's a big MS market out there.

Chaos on all systems?

Dear Sniper

I think you mag's brill, although I haven't been reading it for long. I've a few questions for you.

Why is it **Konami** have only been producing Mega Drive carts since April? Do **Sega** plan to release versions of *Sonic Chaos* for the MS and MD, or *Sonic Spinball* for the MS and GG? *Sonic 3* is supposed to have more memory, does that mean it will cost more?

M.D Johnson, Port Talbot

■ **Konami have been producing Sega carts for quite a while in Japan; in Britain, they've produced more Nintendo games.**

Some companies usually start on one console system, then branch out. Virgin, for example, have concentrated on Sega machines up until now, but are launching Nintendo stuff this month. Companies have to wait until they're granted a licence from Sega and/or Nintendo before they can produce carts.

***Sonic Chaos* has been produced solely for the Game Gear. No other versions have been announced. The same does for *Sonic Spinball* — only the Mega Drive version has come to light.**

You know more about *Sonic 3* than *I* do, by the sound of things! As far as I'm aware, the next game will cost the same as its predecessors.

No Kano, no can do

Dear Gut

I've a question to ask so listen up, or you'll get a boot up the butt.

I have a Master System and Game Gear with an MS converter. I'm planning to buy *Mortal Kombat* for the Master System, because of the two-player option.

'What's the problem?' I hear you cry. Well, **Kano** is by far the best fighter, but I understand he's only in the Game Gear version. I have enough dosh but there's no chance I'm buying both. What d'ya think?

Colin Meney, Ayrshire

■ **Well, Colin, you don't need to worry 'cos Kano doesn't appear in the Master System or Game Gear versions of *Mortal Kombat*. He's been replaced by Norman the Collie Dog, who's got a superior Death Move. It's… (stop winding him up —Nick).**

Ahem! So, there you go me fella, me lad, Kano only appears in the MD version, so you can go ahead and buy the Master System game.

OFF THE WALL

We've had some brilliant pictures in from you lately showing all kinds of things. Thank goodness you've got out of the habit of drawing nothing but Sonic the Hedgehog and Mortal Kombat! Don't forget the star picture every month gets it's artist a snazzy SEGA MASTER FORCE T-shirt!



Nobby Clark
Bristol



John Parker
Norwich, Norfolk



Graham Scott
Glasgow



Stewart Allan
Tyne & Wear

Saving grace

God was shining down on us Master System owners when you brought out SEGA MASTER FORCE. All the other mags were only interested in the big consoles, like Mega Drives. Now, because of you guys, the Master System has sprouted wings and is rising from the computer scrapyard.

I reckon this is the only word us Master System owners can come up with — THANKS.

Steven McDonagh, Quinton, Birmingham

■ Ahhhhh! Ain't he a sweety?

I reckon this is the only word a Gutter Snipe can come up with — BYE.

What's behind the screen?

Dear Gutter Snipe

I love the magazine. It's great there's now a mag devoted to the Master System.

There's just one problem — your screenshots are terrible.

Finally, what rating would you give the game *Psycho Fox*?

Fergal Power, County Cork, Ireland

■ Glad to know you like the mag. Don't panic about the screenshots, we're installing a new screen-capturing system, so the shots will get sharper.

***Psycho Fox* missed the SEGA FORCE lowdown. It's a good-looking game, with smooth eight-way scrolling and humorous touches. A good challenge. I've played it a few times and, personally, would give it around 80%.**

Get streetwise

Dear Gutter Snipe

I've recently bought a Master System and I'm glad to see a mag purely dedicated to the machine. I bought the second edition of SEGA MASTER FORCE and found it a great read, with lots of hints and previews.

In your gossip section, one of your readers asked whether *Street Fighter II* would come out on the Game Gear. You said it would never come out on the handheld. I take it, then, that it might come out on the Master System. I really think it would boost the Master System's popularity.

If it *does* come out, it will be better than the Commodore 64 version. I'm sure a lot of MS owners would like to know the answer to this question.

Finally, will *Bubsy the Bobcat* appear on the Master System? I hear he's going to be bigger than **Sonic** and **Mario**.

Zaheer, Bradford

PS Sorry to hear about your holiday!

■ Let's set the record straight once and for all: *Street Fighter II* won't appear on the Game Gear or Master System. Strewth! If I had tuppence for every letter I had asking that question, I'd have opened a pet shop on the Isle of Wight by now.

Bubsy was hyped as being bigger than Sonic and Mario but I don't think he'll make it. He *may* eventually appear on the MS, but as Accolade don't produce 8-bit Sega games, another company would have to buy the licence.

The bad ode days

Dear Guts

We've written a poem to brass you off:

There was a Gut from Ealing
Who had a funny feeling
He lay on his back and opened his zip
And weed all over the ceiling!
Good, wasn't it? We bet you're really ticked off now.

Dot and Nigel, Albert Square

■ Needless to say, I censored a few words here. But I think you'll find it's pretty crap all the same.

Speak up

Dear Gutter Snipe

Could you tell me if there's any sampled speech in *Mortal Kombat*?

Colin Morrison, Co Kildare, Ireland

■ Well, Colin, the only sampled stuff you'll find in *Mortal Kombat* is on the Mega Drive version. There *are* plenty of FX in the MS and GG games, but none of them are sampled.

There *is*, however, plenty of gore in the MS game and it's probably the best 8-bit beat-'em-up around at the moment. Well worth a look.

This little piggy...

Dear Gutter Snipe

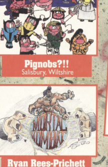
Before reading your new mag, I used to read *Sega Pro*. Until, of course, you lot realised there was still such a thing as a Master System and did something about it.

I must congratulate you on an excellent read. I used to waste about £2 before, but now, for nearly half the price of my old read, I get a thousand times as much info as I used to. I had to make do with a few measly Master System reviews and the rest were Mega Drive and Mega-CD.

There is one thing I've found to complain about, which was excellent in *Sega Pro* — your Master Market guide. In the back of your mag, you review about 66 newish releases, whereas *Sega Pro* have around 264. I find the difference staggering and the lack of games in your section a bit disappointing.

'Aaaah!' you all say, 'the games we concentrate on are all old titles, not to be found in the shops.' Wrong! Where's

Graeme Nicol
Kirklaldy, Fife



Pignobs?!!
Salisbury, Wiltshire

Ryan Rees-Prichett
Rochdale, Lancs.



Stewart Allan
Washington, Tyne & Wear

Ghouls 'N' Ghosts, the rest of the *Alex Kidd* range, *Populous*, *Phantasy Star*, all the RPGs, the rest of the *WonderBoy* range, *R-Type*, *Ultima IV*, *Spy vs Spy*, to name but a few?

Anyway, thanks for a fantastic, cheap magazine. Keep it up!

Michael Pratt, Ongar, Essex

■ A man with taste. We felt Sega gamers needed a Master System mag. We received complaints from MS owners that SEGA FORCE didn't review many Master System games, so we decided to give the MS a mag of its own. From the response we're getting, it's been a success.

Okay, so you've a problem with our buyers' guide. Well, the Master Market is a list of all the MS games ever reviewed in SEGA FORCE — it was never intended to be a rundown of *all* Master System games ever released. Your point's been noted, though. Have to see what the boss says. He *might* expand it.

Handful of promises

Dear Gutter Snipe

I enjoy your mag heaps. There's only one thing I can fault you on: in Issue 2, on page 66, you said that in Issue 3 you'd be looking at *Bart vs The World*, *The Fantastic Adventures of Dizzy* and *Micro Machines*. I looked, but I could find nothing on these games. I'm sure there's a perfectly good reason.

I would like to compliment you on an excellent review of *Mortal Kombat*.

Chris Walker, Thetford, Norfolk

■ Well, Chris, SEGA MASTER FORCE is written a month before it's released. Before the editorial team write the Next Month page, they phone the software houses and enquire which games will be ready for the next issue.

Unfortunately, there are times when those games don't materialise in time, either because the release date has been put back and software houses don't want reviews of their games too early, or Sega haven't yet given the game their final approval, so the software house can't release the cart to us.

It's too late to change the Next Month page when the mag's gone to our printers. Sorry. I think you'll find we've now covered the games you mentioned.

We enjoyed playing *Mortal Kombat*. Thanks for the praise.

You included a tip with your letter so I've passed it to the relevant department. They'll either print it or eat it! They're funny like that.

A little cheated

Dear Grotty Snipe

I used to buy *C&VG*, but when I found out this mag was around, I bought it straight away ('cos I own a Master System, of course!).

Anyway, you know in that tips book on the front of the mag, there was a cheat for *Golden Axe*? I've tried it a million times and it doesn't work! Are you sure it's a cheat?

Could I ask another question? Which game do you think I should get, *Prince of Persia* or *Lemmings*?

I liked the tips book and I think the mag's great. Bye!

Michael Pekris, New Malden, Surrey

■ It's always nice to have new readers. Welcome aboard. Sorry about your *Golden Axe* cheat. Sometimes the odd rogue tip gets through the net. A gamer finds a tip, knows the way they executed it, but when it comes to writing down the joypad moves and button presses, something goes wrong.

Or a gamer copies a tip from another mag, gets it completely wrong, sends the tip to another mag, someone *else* copies it and sends it to us. A bit like Chinese Whispers — by the time the tip reaches the end of the line, it's completely wrong!

They normally get me to test the tips, but there are times when there's a meaty scene in *Take the High Road* or the odd occasion when the budgie's trying to mate with our Game Gear and a dodgy tip passes me by.

***Prince of Persia* and *Lemmings* are both great puzzle games. I'd recommend you buy both, but if you haven't got the dosh, try *Prince of Persia* first. It's got some of the best visuals we've seen on the MS. Catch ya later.**

Well, as I usually say at the end of my column... errrrr... hmmmm... What *do* I usually say at the end of my column? Oh, never mind!

It's that time of the month again. You know, the bit where we throw off all our clothes, put on a big pointy hat and race down the high street, wailing 'My old man's a dunce, man'.

Thanks for getting in touch. Dunno why you wanna spend 24 pee on a First Class stamp. Pop your letter in a bottle, lob it in a nearby river and, who knows, one Thursday in 1998, I might just find your scribblings bobbing up and down by our trusty old waterwheel.

Remember, thought-provoking stuff, please, and plenty of colourful pictures, A4 size. Don't bother sending pencil drawings, far too bland.

I suppose you want the address again, do ya? Here goes: GUTTER SNIPE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. And if you're off on a late holiday, pop me a postcard — I might even print it.

See you next month...



Anisha Patel
Middlesex

Teri Brooks
Sutton, Ashfield

Graeme Nicol
Kirkcaldy, Fife

Nobby Clark
Bristol

Fraser Nicol
Kirkcaldy, Fife



HIGH SCORE HORRORS

Good evening, game fiends, and welcome to the SEGA MASTER FORCE Hall of Hi-Score Horrors. Each month we'll drag a bunch of boastful gamesplayers down into our dungeon for a terrible torturing. Well, they deserve it, don't they? They make up most of their scores so they bring it on themselves.

For this issue, we've mutilated members of the MASTER FORCE team, but we want you to send in your best scores on any Master System games — if you dare! Send your scores on a piece of paper along with a clear photograph of yourself (try to get one with your head really big on it!).

Send your offerings to HI-SCORE HORRORS, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. And may God have mercy on your soul...

Rob Millichamp

California Games	10,435 (half-pipe)
Alien 3	523,320
G-LOC	154,232
Olympic Gold	1.40.00 (swimming)

Pete Raybould

Land of Illusion	completed
Sonic Chaos	completed (both endings)
Ultimate Soccer	2–0 against Rob!
Mortal Kombat	completed (all characters)

Nick Roberts

Asterix	700,032
Fantastic Dizzy	completed
Sonic 2	602,412
Land of Illusion	completed

CART TOPPERS

SEGA MASTER FORCE



TOP 20 UK MASTER SYSTEM GAMES CHART

Here's another visit to the latest MS charts, compiled by Virgin. As you can tell by a quick glance at this page, Sonic 2 is the latest holder of the grand Number One slot, with Tecmo World Cup hot on its heels. Will the blue spiky thing stay at the top for long?
If you think you can predict next month's Number One in the MS charts, fill in the coupon below and you stand a good chance of winning a smart SEGA MASTER FORCE T-shirt. Send your entries to: CART TOPPERS, Sega Master Force, Impact Magazines, Ludlow, Shropshire SY8 1JW.

The Top Slot!

I am not any relation to Russell Grant, and my prediction for the Number One slot is :

....

If I'm right please send my groovy T-shirt to:

....
....
....
....
....
....
....Ta!

1	▲	Sonic 2	Sega
2	➤	Tecmo World Soccer	Sega
3	NE	Lemmings	Sega
4	▼	Land of Illusion	Sega
5	▼	World Tournament Golf	Sega
6	➤	Streets of Rage	Sega
7	➤	Taz-Mania	Sega
8	NE	Little Nemo	Sega
9	➤	Wonderboy in Monster World	Sega
10	▼	Super Tennis	Sega
11	➤	Rainbow Islands	Sega
12	▲	Asterix	Sega
13	➤	Super Kick Off	US Gold
14	▲	Tom & Jerry	Sega
15	▼	Prince of Persia	Domark
16	➤	World Class Leaderboard	US Gold
17	▼	Castle of Illusion	Sega
18	➤	Batman Returns	Sega
19	➤	Speedball 2	Virgin
20	➤	The New Zealand Story	TecMagik

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SMALL ADS

Buy it! Sell it! The game's getting hard... Well no, this isn't the hit comedy series Bread. It's actually the place where you can pick up all kinds of bargains and even join a club or two! Check out these offerings...

FOR SALE

Master System II, seven games, one joypad, one joystick. Populous, Sonic 2, Lucky Dime Caper, £100 ono. Ring Jonathan on 0887 840266 after 4pm, please.

Altered Beast MS, Alien Storm MS for £15, Spider-Man £20. Altered Beast is 6 months old and Alien Storm 2 months old. All in good condition. Phone 0274 884360.

Scramble Spirits and control pad for Master System. Scramble Spirits £10, control pad £5. Game boxed with instructions. Phone James on 0256 469048.

Master System for sale, £50 ono. It includes Prince Of Persia, Asterix, R-Type, Super Kick Off and Alien 3, boxed with instructions, around £15. Phone 021 753 2086.

Sega Master System II with ten games, still boxed, cost £100. Call Steven on 0506 39326 after 5pm.

Master System games for sale, Super Kick Off £20, Golden Axe, Shinobi, Space Harrier, £12 each. Phone Ian on 0454 412916 after 6pm.

Game Boy, Handy Boy, AC adaptor/battery pack, carry case and seven good games, everything boxed and in good condition. Worth £270, sell for £150. Call 08323 658.

Master System II with seven games to sell for £180 or swap for Lynx II or Game Boy with ten games or more. Call 0577 864035.

Sega Master System II for sale with seven games including Cyber Shinobi, Super Monaco GP and many more, plus free tips books and mags. All for £100. Ring 0450 85238.'

Master System with six good games (including Sonic 2) and two control pads, for GG with 3–4 games. Phone 0334 76544 after 3pm.

Master System II, nine good games, joypad, two joysticks, good condition, £120 or swap for SNES with two games. Phone Colin on 0324 484445.

Master System II, remote control, California Games, Castle Of Illusion, Alex, Prince Of Persia, Putt 'N' Putter, Sonic, Tennis, boxed and with instructions, £120 ono. Tel 0706 823846.

Master System games, Operation Wolf and World Class Leaderboard, £15 each, no offers. Phone 0255 506221 and ask for Mark.

Two Sega Master II games for sale, Sega Chess £20 (nearly new), My Hero £10, with instructions and boxed. Ring 021 426 5021.

Aztec Adventure and Ghost House on the MS. Sell for £10, boxed with instructions. Contact Edward on 081 367 4759 after 1pm.

Master System games for sale. Sonic 2 £20, Super Tennis £15, or will swap for Land Of Illusion, Speedball 2. Phone after 6pm on 0329 661476.

Sega Master System II for sale, two joypads, light phaser, five games including Sonic 2. All boxed with instructions, vgc, £80 ono. Phone 0525 372006.
MS games Champion Of Europe, Sonic 2, £20 each. Also Aztec Adventure £10. Phone Phil on 0707 653001.

Sega Master System games, Heavyweight Champ, Italia '90 and Bubble Bobble, £18 each or £50 for all three. A great bargain in mint condition. Write to D McCallan, 8 Bryant Ave, Stenhousemuir, Stirlingshire, Scotland FK5 4DF.

SWAP

Will swap either Alien Storm MS, Spider-Man MS or Altered Beast MS for your Sonic 2, Alien 3, Asterix, James Bond: The Duel or The Terminator. Phone Anthony or Brian on 0274 884360.

Swap WonderBoy or Shinobi on the Master System for any game, if I want it. Phone David on 0494 873477.

Swap Castle Of Illusion, Putt 'N' Putter or Prince Of Persia for either Lemmings or Sonic 2. Ring 0706 823846.

Swap Master System games Sonic 2, Ghouls 'N' Ghosts, Golden Axe and Rastan for Alien 3, Lucky Dime Caper, Global Gladiators, Psycho Fox. Ring Conrad on 0222 711851.

Swap Lemmings or WonderBoy 3 for The Flash, GP Rider, Alien 3, Asterix, New Zealand Story or Speedball 2. Contact 63 Heol Glyndwr, Fishguard, Dyfed SA65 9LN.

Master System games for swaps, Action Fighter, Battle OutRun, Miracle Warrior, Taz-Mania, Transbot, or will sell for £15-£25. Ask for Michael on 0442 253283.

I will swap my Lemmings, complete with passwords, for Land Of Illusion or WWF Steel Cage Wrestling. Write to 23 Silver Birch Way, Lydiate, Merseyside.

WonderBoy 3, Dynamite Dux, swap for any other Master System games. Phone Nick on 0706 219765.

Will swap my Mickey Mouse GG and Terminator for Shinobi GG and Donald Duck. Write to: Niall Phelan, Bennett Hse, Dublin Rd, Kildare, Ireland. Will swap separately.

Swap Asterix or Shinobi MS for Trivial Pursuit or Land Of Illusion. Phone Andy on 061 626 2716 after 4pm.

Hello! I would like to swap my Shadow Dancer for Asterix or Lemmings, must be in Nuneaton area. Phone Steven on Nuneaton 641182.

Ghostbusters for Indiana Jones Last Crusade. Write to: Dean Bathgate, 14/5 Firrhill Drive, Edinburgh EH3 9ET.

I will swap Dragon Crystal MS for any good GG or MS platform game. Tel Debbie on 0458 72964.

Sega Master System games, swap Golden Axe, WonderBoy and Ghost House for Lucky Dime Caper and Speedball 2. Phone 0686 622132.

Swap Ghouls 'N' Ghosts for the New Zealand Story or Taz-Mania. If you live in Hertfordshire, ring William on 0707 261809 (for the MS).

I'll swap Lemmings for MS for Columns or Prince Of Persia. Please ring 0532 649523 or write to K Pollard, 8 Hawkshead Cresc, Leeds LS14 6DG.

PEN PALS

Hi! 12-year-old female seeking males of similar ages. If interested, write to Danielle at this address: 65 Lathkilldale Crescent, Longeaton, Nottingham NG10 3PE. Photo would be appreciated. Ta!

13-year-old girl wants pen pals aged between 10 and 15. All letters will be replied to, just write to: Bethan Roach, 13 Vere Street, Gilfach, Bargoed, Mid Glam CF8 8LB.

Hi, I'm a 12-year-old girl wanting a male pen pal (12–15). Write to Dawn Bladon, 38 Horton Street, Darlaston, West Midlands WS10 8HF.

Hi, I'm Robb. Please write to me, boy or girl, aged 10–12, must like sport. Please start writing! 96 East King St, Helensburgh, Scotland, Dunbartonshire G84 7TD.

13-year-old boy wants female pen pal around the same age. Enclose photo, send to Stuart Shepherd, 3 Thornhill Rd, Chorley, Lancs PR6 OJB, or phone 0257 269602.

13-year-old girl wants M/F pen pals, send photo if possible. Write to Susan, 6 Hospital Rd, Annan, Dumfrieshire, Scotland. Will reply to all.

Hello! 14-year-old girl wants male or female pen pal, prefer male. Must like football, if possible aged 14–17. Write soon, photo not important, to: Lydia Street, 18 Waverley Ave, Beeston, Nottingham NG9 1HZ.

Hi, 13-year-old wants male pen pals. All letters answered. Send to Louis Murphy, 22 Epping Close, Frankley, Birmingham B45 ODP.

Hi! 14-year-old boy wants female pen pal over 13. Write to Duncan McMillan, 49 Gilmour Ave, Hardgate, Clydebank, Scotland, Dunbartonshire.

10-year-old girl wants male or female pen pals. Likes reading, writing letters and collecting postcards. Write to Emma Banks, 26 Fourford Avenue, Leeds LS11 5EL.

Hi, I'm an 11-year-old boy wanting a pen pal must like Sega Master System. Enclose a recent photo. Write to Graham, 15 Glenelg Rd, Forres, Scotland, Morayshire IV36 OGB.

I'm a 13-year-old boy looking for M/F pen pals aged between 12 and 14. Write to Allen Gray, 'Beeckwood' Highlands Ave, Barkham, Berkshire RG11 4SP.

WANTED

Wanted, Master System II games, send your list to Vicky, 80 Meadow Road, Yeovil, Somerset BA21 5PP.

Wanted, MS carts, RC Grand Prix, Lemmings, Rampage and Sega Chess, will pay up to £15 each. Tel (0444) 415125 after 7pm, please.

USER CLUBS

MS Heaven. Send 50p and a list of as many games you want cheats for. I'll send you cheats for seven games or more. Write to J Green, 39a Algiers Rd, Lewisham, London SE13.

MASTER MARKET

What is the facination with second hand goods? Every Sunday you can see people all over the country flocking to outdoor markets and car boot sales looking for bargains. Unless they're snobs of course, in which case they'll be flocking to Harrods!

This is the SEGA MASTER FORCE equivalent to those markets. You can buy, sell, exchange or just make new friends.

Arcade

Coin-op conversions and mixed-genre games make these carts the most action-packed around. Old classics and revamps, like in Virgin's compilation, have the post staying power.

ARCADE SMASH HITS 85%
VIRGIN £32.99 Tel 081 960 2255
These updated versions of Missile Command, Centipede and Break Out are weak individually but together form a good package, especially for the newcomer. Where else can you get games for £11 each!

BACK TO THE FUTURE II 62%
IMAGE WORKS £34.99 Tel N/A
Racing, beat-'em-up and two puzzle sections make up this game-of-the-film. Crude, flickery graphics and frustrating gameplay put it firmly in the past.

BACK TO THE FUTURE III 33%
ACCLAIM £32.99 Tel 0962 877788
As Doc Brown, chase a runaway carriage. As Marty in later sections, throw pies and walk along the top of a train. Graphics are excellent but gameplay's infuriating. It's a pity they couldn't make a better game out of such a great licence.

THE FLINTSTONES 61%
GRANDSLAM £29.99 Tel 081 680 7044
As Fred, paint the living room, drive to the bowling alley, bowl (surprised?) and rescue Pebbles. Boring gameplay isn't rescued by cartoony but could-do-better graphics.

MARBLE MADNESS 76%
VIRGIN £32.99 Tel 081 960 2255
Under a time limit, guide a fragile marble over strange landscapes and past weird creatures. Great graphics and unique gameplay but too few levels.

MASTER OF DARKNESS 77%
SEGA £32.99 Tel 071 373 3000
As Dr Social, track Dracula through five levels of Olde London. Spooky graphics and sounds as you tackle mesmerised creatures. Soon gets tough.

MORTAL KOMBAT 92%
ACCLAIM £34.99 Tel 071 344 5000
The classic arcade machine comes to life complete with blood and gore. It's possible the most violent and addictive game ever to reach the Master System and includes some amazing digitised animation. Brilliant.

MS PACMAN 88%
DOMARK £34.99 Tel 081 780 2222
Essentially the old fave, Pac-man, Ms has a feminine sprite, speed-up option, selectable mazes and skill settings. Ancient coin-op graphics but all the playability.

RENEGADE 67%
SEGA £34.99 Tel 071 373 300 Your gir been nabbed and you use punches, kicks, knee-butts and overarm throws to mangle the punks responsible. The graphics are too clean for the gritty but repetitive action.

STREETS OF RAGE 81%
SEGA £32.99 Tel 071 373 3000
Clean up the streets as you head for a crime boss's skyscraper headquarters. There's an array of moves and weapons, cool sprites and good FX. Truly exciting gameplay; a class beat-'em-up.

STRIDER 42%
SEGA £32.99 Tel 071 373 3000
The whoosh of the somersaulting Strider's sword isn't as impressive as it should be. Although graphics are great static, they're slow-moving and enemies are few and far between. Dullsville.

STRIDER 2 74%
US GOLD £32.99 Tel 021 625 3366
The Master's causing trouble again, but this time Strider's fast as well as graceful. Some of the robot guardians are unfairly tough but the action's engaging enough. A 'try before you buy'.

SUPERMAN 66%
VIRGIN £TBA Tel 081 960 2255
Several of Metropolis's inhabitants have gone missing — including Superman's beloved Lois Lane! He can't use all his powers in the same stage and must collect icons to keep energy up. Graphics are action-packed but the Man of Steel's difficult to control and the tasks are tiresome.

Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Prince Of Persia sports the best MS animation ever.

ASTERIX 82%
SEGA £32.99 Tel 071 373 3000
The heroic Gaul and his fat chum, Obelix, are on the way to Rome to rescue their druid chum, Getafix. Each level can be played as Asterix or Obelix, which alters the hazards and features subtley or drastically. Use their different characteristix to defeat Romans and solve cunning platform puzzles. Sprites are almost identical to the comic characters, playability's high and there's masses to do — twice.

BART VS THE SPACE MUTANTS 92%
FLYING EDGE £32.99 Tel 0962 877788
Space Mutants are making a machine to conquer the world — only Bart knows about it! Colourful backgrounds and cartoon sprites on par with the MD, good FX and samples back it up.

HEROES OF THE LANCE 68%
US GOLD £32.99 Tel 021 625 3366
Billed as an RPG, it's even an exaggeration to call this an arcade adventure. Send your band of eight adventurers in search of the Disks of Mishakal. Simple arcade combat and sluggish controls but bold graphics and a huge playing area. No save option, though!

LAND OF ILLUSION 92%
SEGA £32.99 Tel 071 373 3000
Mickey Mouse is searching for a jewel and the phantom who stole it. Mickey bum-bounces some enemies, throws rocks on others. Special items have to be found and used to complete levels, some of which have to be tackled twice.
Graphics and sound are superlative, and although it's fairly easy, it's playable enough to complete time and again. Another great platform game starring Walt Disney's little mouse!

PRINCE OF PERSIA 93%
DOMARK £29.99 Tel 081 780 2222
Leap chasm and spikes, dive through razor-sharp shutters, activate pressure pads and duel with guards — when you find the scimitar. You've an hour to negotiate 12 levels and rescue the princess waiting for you. Animation is jaw-droppingly good and the task is addictive. This is one platform game with a difference.

SHADOW OF THE BEAST 70%
TECMAGIK £34.99 Tel 071 243 2878
Once human, The Beast traverses scrolling plains and vast caverns to find and defeat his loathed master. Keys, potions and weapons are collected, although fists are most often used to defeat many enemies. Neat graphic touches and increased adventure elements make it better than the MD version but gameplay lacks versatility.

SPIDER-MAN 2 82%
FLYING EDGE £29.99 Tel 0962 877788
Spidey's up against six of his toughest foes in six two-part levels. Objects need to be found and used to gain access to villains' bases. Graphics and sound are nothing special but gameplay's great. If you're a fan of Spidey and his amazing adventures, this game is for you.

WONDERBOY 3 IN MONSTER WORLD
SEGA £32.99 Tel 071 373 3000 75%
From the original arcade machine comes this cool platform romp. Wonderboy's set a number of tasks that eventually enable him to escape. There are traps to dodge, obstacles to jump and monsters to kill, plus plenty of people and objects to interact with.
Although not as popular as Sonic, Wonderboy's adventures are still fun to play.

Platformers

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the craggy strategy of Chuck Rock to the eco-friendly gook of Global Gladiators.

ALEX KIDD HI TEK WORLD 78%
SEGA £29.99 Tel 071 373 3000
The most popular MS character after Sonic, Alex Kidd faces some tough challenges in Hi Tek World. Fast platform action and cute graphics make this one a winner.

BATMAN RETURNS 54%
SEGA £29.99 Tel 071 373 3000
A poor MS outing for the caped crusader as he battles against the evil Penguin and Catwoman. Five tough levels give this game a high lastability mark.

BONANZA BROS 76%
SEGA £29.99 Tel 071 373 3000
As Robo (his bro's gone missing in this version), break into buildings, collect swag and shoot or stun guards. A cash-grabbing sub-level adds depth to this wacky coin-op conversion, which features unusual Lego People graphics.

CHUCK ROCK 91%
VIRGIN £32.99 Tel 081 960 2255
Caveman capers as this ugly thug uses his belly against five levels of dinosaurs. Chuck Rock also chuck rocks! Vertical and leftward sections and puzzle elements help make this one of the most playable MS platform games.

CRASH DUMMIES 84%
ACCLAIM £29.99 Tel 071 344 5000
A great game starring those Incredible Crash Dummies. Dive from a tall building, smash up a new car, do a spot of bomb disposal and go for a ski. The Dummies have to test out all these things to earn themselves money for a vacation. A great game.

GLOBAL GLADIATORS 86%
VIRGIN £32.99 Tel 081 960 2255
The game from a McDonalds licence and it's packed with brilliant graphics and platform action. The difficulty is set quite high so be prepared for quite a challenging game. You'd be a fool to miss it.

HOME ALONE 61%
SEGA £29.99 Tel 071 373 3000
Poor old Kevin's been abandoned by his parents and has to defend his house from two bungling burglars. Puzzle solving and platform action make Home Alone a decent game.

JAMES BOND: THE DUEL 84%
DOMARK £34.99 Tel 081 780 2222
One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, realistic animation and four tough levels make Bond's mission a success.

THE FLASH 90%
SEGA £29.99 Tel 071 373 3000
DC Comics' character zooms onto the Master System with one of the most enjoyable platform games around. Loads of levels, tricky bad guys and Sonic-type speeds make this an essential purchase. If you're a fan of the comic books or decent platformers, this is for you.

THE LUCKY DIME CAPER 78%
SEGA £32.99 Tel 071 373 3000
Donald's platform-hopped adventures take him around the world, using a mallet and frisbee to oust nasties. Graphics are gaudy and gameplay's a little frustrating, but superb cartoon sprites and playability save the day.

THE NEW ZEALAND STORY 93%
TECMAGIK £32.99 Tel 0924 461115
Tiki the kiwi explores large platform levels, armed with bow and bombs and travelling by foot, floating board, balloon, duck and underwater. Stunning arcade-like graphics and frustratingly addictive gameplay with lots of secret rooms to discover. One of the Top Ten MS games.

NINJA GAIDEN 90%
SEGA £32.99 Tel 071 373 3000
Ryu Hayabusa! That's you (that is) as you jump pits, climb trees, leap from girder to girder and dodge the odd throwing star or three. A great challenge and with controls, graphics and effects this good, you're sure to want to take it up.

RAINBOW ISLANDS 91%
SEGA £32.99 TEL 071 373 3000
As cute Bub, make your way up vertical islands, using rainbows as bridges and weapons. They take time to master but then gameplay bites in this appropriately colourful game. Already a hit on home computers, Rainbow Islands is a blast on the Master System

RUNNING BATTLE 69%
SEGA £29.99 Tel 071 373 3000
Using fists, feet and pick-up weapons, kill M's soldiers while marching through predictable streets and bases. Detailed but flickery sprites, long but repetitive levels. Appropriately, the player character's called Sergeant Gray…

SHADOW DANCER 62%
SEGA £32.99 Tel 071 373 3000 Takashi and his hound take on the Asian Dawn terrorists, the former with shuriken throwing stars and magic, the latter with, um, teeth. Mediocre backgrounds pay the price for detailed sprites. Controls are awkward and gameplay unforgiving.

SONIC THE HEDGEHOG 94%
SEGA £29.99 Tel 071 373 3000
Unbelievably, MS Sonic is almost identical to the MD. Fast, smooth scrolling and detailed sprites (especially Sonic himself) are a visual feast. Although easy, the gameplay — collect rings, bounce on baddies, race through levels — is addictive enough to keep you coming back to complete it again and again.

SONIC 2 92%
SEGA £34.99 Tel 071 373 3000
Sonic hang-glides, bounces across water, floats in bubbles and bashes through blocks to secret areas — as well as running fast and collecting rings, of course. It requires more thought and is more varied than the original but not quite so playable.

TAZ-MANIA 71%
SEGA £34.99 Tel 071 371 3000
Taz searches for legendary birds and their yummy eggs. Warner Bros cartoon graphics really make this game. Although a touch easy, its originality and character make it fun.

Puzzle

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Krusty's winning cartoon sprites and Trivial Pursuit super host.

KLAX 81%
TENGEN/DOMARK £29.99 Tel 081 780 2222
Catch and flip coloured tiles to form lines of the same colour. Graphics are drab but no worries because this simple but remarkably playable hundred-level puzzler doesn't need flashy visuals.

KRUSTY'S FUN HOUSE 86%
FLYING EDGE £34.99 Tel 0962 877788
Position blocks, tube sections and fans to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find. Remarkably MD-like. If you're a fan of the Simpsons then you'll love this.

LEMMINGS 93%
SEGA £34.99 Tel 071 373 3000
Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make Lemmings unmissable.

TRIVIAL PURSUIT 79%
DOMARK £32.99 Tel 081 780 2222
Almost everyone knows this board game. The board graphic's simple but clear and the question master is excellently drawn and animated. Easy to play and plenty of questions.

Racing

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead...

CHASE HQ 69%
SEGA £29.99 Tel 071 373 3000
Take to the highways of America as you race at high speed to catch villainous criminals. Road scrolling is smooth but a lack of originality makes this game dull after a while.

GP RIDER 48%
SEGA £29.99 Tel 071 373 3000
Fans of the MD game, Road Rash, now have the chance to race each other in Sega's latest bike outing. Split screen views, one or two player modes and multiple options fail to make this a worthy title.

OUTRUN EUROPA 87%
US GOLD £29.99 Tel 021 625 3366
A racing game with bells on! Take the controls of a motorbike, jetski and Porsche in an attempt to retrieve some secret plans. Put your foot down, avoid obstacles and punch or shoot anyone who bothers you! Fast, flicker-free graphics and a real challenge.

SCI 60%
SEGA £32.99 071 373 3000
The sequel to Chase HQ, you track down criminals' cars then shoot the hell out of them. The pics between levels are good but the road doesn't match the speed of your vehicle. It's fun for a while — it would be much better if you could blast civilians' cares, too — but there are too few levels.

SUPER MONACO GRAND PRIX 2 86%
SEGA £34.99 Tel 071 373 3000
The action takes place over 16 world championship courses and the aim's to whup Ayrton Senna's ass. Although backgrounds are dull, scrolling's fast and the car handles well. It's tough but fun and the password system's a big help. For pure road racing, it can't be beaten.

Shoot-'em-ups

Whether aboard a space ship or plane, or running along as a future soldier, robot or cop, blasters have as many victims as they do fans. Old Arnie's Terminator's your best bet, with Alien Storm, Alien 3 and Super Space Invaders following just behind. Have a blast!

ALIEN STORM 77%
SEGA £29.99 Tel 071 373 3000
Gordon and his flame-thrower or Slammer and his electric whip fry aliens. The action switches to through the hero's eyes on alternate levels, where crosshairs aim a gun. A little thought's required and graphics are imaginative (if flickery). A two-player option would've bolstered it.

ALIEN 3 77%
SEGA £34.99 Tel 071 373 3000
This time, Ripley's stranded on a prison planet with assorted thieves and killers — poor lass! Loads of Aliens have stuck hostages to walls. Explore four-way scrolling levels to rescue 'em, using a variety of limited ammo weapons and air ducts as short cuts. Neat presentation, well shaded backgrounds and 'orrible Aliens make mediocre gameplay fun.

G-LOC 67%
SEGA £29.99 Tel 071 373 3000
Action's viewed through the Thunderfox's cockpit but it's strictly shoot-'em-up. Armed with cannons and guided missiles, ammo's replenished and the jet updated between levels of fighter-downing fun.
Only half the screen's actively used and it ain't pretty, but there's sufficient action and sensation of movement for a few missions. This game doesn't really live up to it's arcade machine original.

POWER STRIKE 2 71%
SEGA £29.99 Tel 071 373 3000
A vertically scrolling shooter with tons of power-ups to collect and many an enemy to dispose of. Graphics are a little flickery and the main sprite can be hard to spot but the difficulty setting will keep you playing for ages.

PREDATOR 2 68%
ACCLAIM £32.99 Tel 0962 877788
As cop Mike Harrigan, march along, blasting drug dealers, collecting weapons, destroying drugs and rescuing hostages. Suitably dark, moody graphics accompany this toughie — which gets harder when the Predator shows up! Not bad but frustrating and unexciting.

ROBOCOP 3 55%
ACCLAIM £29.99 Tel 071 344 5000
As with all the Robocop 3 games on every format this has lousy gameplay. The graphics look good though even though Robo's feet are the only part of him that moves!

SAGIA 46%
TAITO £32.99 Tel 0101 708 520 9280
Pilot the Silverhawk and give an alien race what-for. Extra weapons and shields are collectable. Despite flicker, the graphic look good, but control's jerky and it's all rather dull.

SMASH TV 44%
PROBE £39.99 Tel N/A
Explore the rooms of gameshow arenas, collect prizes and shoot and dodge dangerous droids. Graphics are slow, ugly and too big for this game, sounds are mediocre and the controls are terrible.

SPACE GUN 45%
SEGA/TAITO £32.99 Tel 071 373 3000
Viewed through the eyes of a space station defender, you slowly scroll sideways then 'into' the screen, racing game-style. Ugly sprites are blasted with the aid of crosshairs, but although they're great to look at, there are few species, all badly animated. Slow and monotonous.

SUPER SPACE INVADERS 87%
DOMARK/TENGEN £29.99 Tel 081 780 2222
The revamped relic features colourful backgrounds, various Invader attacks and massive mother ships. Meaty sounds, super-simple controls, 12 levels (plus cattle-saving bonus sections) and simultaneous two-player all somehow make it a good buy.

THE TERMINATOR 90%
VIRGIN £32.99 Tel 081 960 2255
Part man, part machine, all c– er, Arnie's first blockbuster movie hits the 8-bit! But you're the good guy, sent from the future to protect Sarah Connor from the T-800 robot. Fast, hectic levels tax your reflexes and trigger finger — there are only five of 'em put this is no pushover! Dark, moody graphics and digitised level intros set the scene brilliantly.

Sport

Football fans are well catered for but there's something for those who prefer to use a club or racket, too. The multi-event, multi-player laighs of Olympic Gold are hard to beat.

ANDRE AGASSI TENNIS 67%
TECMAGIK £32.99 Tel 071 243 2878
The famous tennis star comes to the Master System with a fair simulation of the grand sport. Graphics are quite good but the game is let down by its speed and the control of the players. Not a total disaster.

CALIFORNIA GAMES 2
SEGA £32.99 Tel 071 373 3000 32%
What happened to California Games 2? It doesn't matter 'cos this sporty offering from Sega is completely naff. Four events are on offer but each one is too short and the control methods too awkward. Not a summer sizzler by any means.

CHAMPIONS OF EUROPE 81%
TECMAGIK £32.99 Tel 071 243 2878
Variable game length, direction of play, wind-speed, weather conditions and eight referees set the scene. A map of Europe, 34 teams to choose, computer or human opponent... Controls take time to get used but are highly versatile. Playable and humorous, cute sprites 'speaking' via speech bubbles.

EVANDER HOLYFIELD BOXING 78%
SEGA £29.99 Tel 071 373 3000
Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy to use controls, large boxers and realistic controls bring the thrill of the ring home.

OLYMPIC GOLD 94%
US GOLD £34.99 Tel 021 625 3366
The 100m, hurdles, hammer, archery, pole vault, swimming, springboard diving can be played individually, with a selection of others or all events, and there's a special Olympic Records option.
Some events' controls are easy, others are tricky to master, but they're all responsive to your commands. Crisp sprites, good sounds and up to four players round off the best multi-event sports cart.

SLAP SHOT 62%
SEGA £29.99 Tel 071 373 3000
With Electronic Arts coming up with great sports games like NHLPA Hockey, you'd think that the Sega 8 bit machine might benefit from a decent hockey game. Think again! Poor graphics and unresponsive controls make this a dreadful sports game.

SPEEDBALL 2 78%
VIRGIN £34.99 Tel 081 960 2255
In a scrolling high-tech arena, teams battle it out for possession of a metal ball. Bouncing it off stars and domes earns points. Collect coins to improve individual player's attributes or the team as a whole. Speedball 2's manic gameplay make it one of the best two-player sports games.

SUPER KICK OFF 90%
US GOLD £29.99 Tel 021 625 3366
Not much to look at — plain green pitch viewed from above and small, dull footballer sprites. But scrolling's smooth, animation's good and playability's high! It takes time to adjust to the free-running ball then offers endless hours of fun, particularly with two players.

TECMO WORLD CUP '93 54%
SEGA £34.99 Tel 071 373 3000
More 8-bit footie. 24 teams take part in a tournament, exhibition match or computer vs computer demo. Viewed from the stands, the player sprites are good but it's inrealistic and there's no atmosphere.

TENNIS ACE 72%
SEGA £29.99 Tel 071 373 3000
Wimbledon's out of the way but there's plenty of lawn-based fun to be had in Tennis Ace! An unusual playing angle and plenty of options ensure you'll have weeks of fun.

WIMBLEDON TENNIS 82%
SEGA £29.99 Tel 071 373 3000
Take a shufty at the speed, skill and power ratings of the 16 players available before committing yourself and going to court! Play a single match, the tournament series or
two-player head-to-head game. Court graphics are simple but scrolling's smooth and sprites are clear. Simple controls,
plenty of challenge and playabilty. A good simulation of the strawberries and cream game!

WORLD CLASS LEADERBOARD 79%
US GOLD £29.99 Tel 021 625 3366
An initially confusing but versatile hook/slice meter controls the strokes across four full golf courses. Three skill levels, wind conditions, uneven surfaces, bunkers, rough and water hazards... pretty comprehensive. Graphics are fairly crude but it plays well.

WORLD TOURNAMENT GOLF 78%
SEGA £29.99 Tel 071 373 3000
Not quite up to the standard of World Class Leaderboard but a great golfing game anyway. A ton of options enables players to select courses, clubs and more. Up to seven players can take part in one game enabling challenges to be set up and lengthier games to be played.

Strategy

If you're the type who likes to think and plan before they act, strategy games are for you. Unfortunately, you've only two to choose from at the moment, so it won't take long to decide which to buy first!

RAMPART 80%
DOMARK/TENGEN £29.99 Tel 081 780 2222
A curious mixture of strategic shoot-'em-up and puzzler, your aim is to build up a castle. First use a cannon sight to defend it from invading ships then rotate geometric shapes to repair its walls. The combination works very well, particularly in two-player mode, where sneaky tactics and successful moves are incredibly satisfying. Don't miss this unrecognised winner.

SEGA CHESS 93%
SEGA £34.99 Tel 071 373 3000
The greatest strategy game of all time. And the Master System's lucky enough to have a computer chess cart that's up there with the best of 'em. Sega Chess gives two viewpoints, nine skill levels, a spread of options and user-friendly controls. Graphics and sound are weak but who cares, it's chess!

Right, that's your lot for this issue. Next time we'll be updating the guide with all the new releases. If you want more info on the best MS games take a look at our buyers' guide book on the cover!

COMING SOON...

Yeah! It's Bonfire Night soon and the SEGA MASTER FORCE mob are all off down to the local fireworks party, armed with those wavy multi-coloured torch light things and a wodge of cash for buying hot dogs and hamburgers. Of course we'll find time to write the next issue of the mag so don't worry your pretty heads!



THE SIMPSONS

That crazy all-American family will be making multiple appearances on the Master System next month with not one, not two, but *three* games to rave about!

First of all there's *Bart vs The World*, where that yellow-haired tyke does some globe-trotting, then *Bartman Meets Radioactive Man*, where he has an adventure inside his favourite comic-book. Finally, we'll have news on the great *Itchy & Scratchy* game from Acclaim. Wow!

THE ADDAMS FAMILY

It looks like next issue will be a real family affair, with the Simpsons and Addams families battling it out for first place. This wacky, wonderful platform game will get the full reviewing treatment next time around.

T2: JUDGMENT DAY

Arnie said he'd be back — and he is, in this blast-'em-up to blow all the others off the shelves! Tune in again next time for more information on this hot new cart.

OUT NOVEMBER 11

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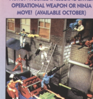
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